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FAR TRAVELLER

Approved For Use With TRAVELLER®

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TRAVELLER'S LOG

Issue 2, January 1983

The first issue of **The Far Traveller** has been receiving a great many favorable comments, though it fell far short of my own expectations and desires. Conceived, written, and produced in great haste, with deadlines established for the late, lamented High Passage #6 hanging over every aspect of the new magazine, our first issue was afflicted with numerous errors, inaccuracies, omissions, and mistakes. I have made a vow to clean up our act . . . a vow which should, I think, have a great impact on physical quality, organization, and general appearance of future issues.

Once **that** problem is licked, we get to turn to the other one . . . making sure we get out on time. It's my point of view (and I hope all of you share it) that a high-quality magazine is of first importance — I don't feel we should sacrifice quality in order to meet an arbitrary deadline. Hopefully, we will soon be at a point where it won't be necessary to worry about either!

As we try to settle into a comfortable niche, we find ourselves struggling to find the ''perfect'' mix of content for the magazine. We have a number of columns, either currently appearing or planned, which have to somehow be combined into a magazine. I'd like to let everyone know the status of these columns (in so far as I am able to do so); I'd appreciate it if a large percentage of our readers could take the time to let us know how these columns rank in order of interest and importance. Such information will help us ''fine-tune'' our current mix.

Urshag's Fighting Vehicles first appeared in High Passage #5; it is currently on the back burner as we complete a mammoth project of the same name which is to be released by FASA as a **Traveller** supplement this year. The column, and the supplement, contain typical **Striker** vehicles for various Tech Levels and worlds.

Warbook, hitherto a very popular feature was dropped last issue due to space considerations; it's back this issue (see page 18 for a look at our new format). We hope to keep it as a regular feature, unless we find out it is universally despised!

Boarding Pass, a High Passage column, has been eliminated; don't expect to see it again. For some reason (possibly because I invented both columns) **Boarding Pass** bore an uncanny resemblance to **Casual Encounters** from the Journal. So we decided to give it up for the moment.

Travellers' Gear has been appearing steadily, but it is scheduled for elimination (unless we get an overwhelming demand for a stay of execution). **Where the Action Is**, which first appeared in **Far Traveller #1**, is uncertain at present. We'd like to keep it, but we're not sure it will fit!

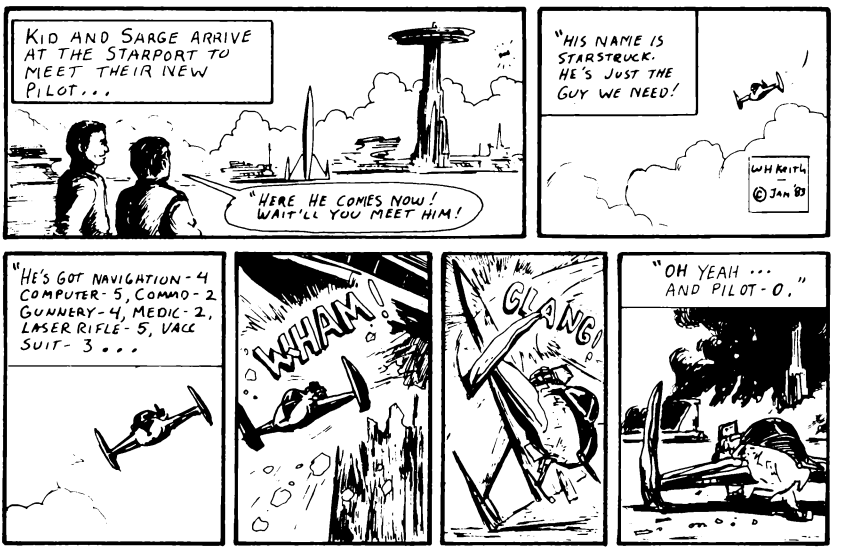
There were also some plans for doing a regular column of starship plans and descriptions, in the tradition of **Starship Files** from High Passage, to be called **Adventure Class Ships**. This column has been consigned to the

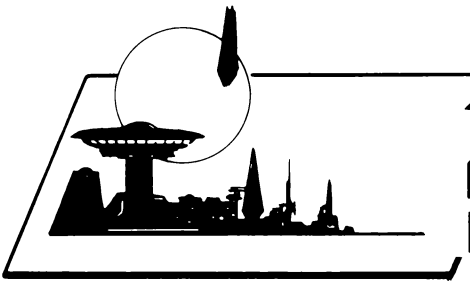
already-crowded back burner while we decide if anyone really **wants** to see yet another starship design.

We're very serious in asking for input on the fate of these columns, as well as for other suggestions and ideas. It is the readership which defines a magazine's appeal . . . and we need to know if we're doing a good job. Though we cannot act on every suggestion we receive, we're always open to advice.

I hope you enjoy your voyage with us in this issue of **The Far Traveller**. Bon voyage!

— J. Andrew Keith
Editor


KID AND SARGE ARRIVE AT THE STARPORT TO MEET THEIR NEW PILOT...
"HERE HE COMES NOW! WAIT'LL YOU MEET HIM!
"HIS NAME IS STARSTRUCK. HE'S JUST THE GUY WE NEED!
WH KEITH © JAN '83
"HE'S GOT NAVIGATION-4 COMPUTER-5, COMMO-2 GUNNERY-4, MEDIC-2, LASER RIFLE-5, VACC SUIT-3...
WHAM!
CLANG!
"OH YEAH... AND PILOT-0."



THE PORT AUTHORITY HANDBOOK

Communications
Article LXXXII, Section 3

". . . all ships and vessels operating in Imperial space, regardless of registry, ownership, origins, or purpose, shall maintain on board standard communications equipment and at least one individual qualified to operate this equipment. Operation of communications equipment must be in compliance with the guidelines set down by the IISS Communications Office; failure to comply with the pertinent guidelines and regulations shall be cause for penalties including (but by no means limited to) fines, imprisonment, and/or confiscation of the offender's vessel . . . "

from The Port Authority Handbook
112th Edition

Communications procedures can be of great importance to starship operations, particularly in the course of interstellar travel aboard smaller, less efficient ships such as Free Traders. It is important to understand the nature of the regulations and accepted procedures which govern communications in space.

BASICS

There are a total of 110 channels set aside for routine traffic in space. Several of these channels are reserved for particular purposes; for example, channel 10 is reserved for emergency message traffic only. Use of channel 10 for any non-emergency message is strictly forbidden. Similarly, Channel 25 is considered to be the "General Contact" channel; all messages (including calls for help) are first sent on this channel. When contact is made, the parties engaged in the conversation switch over to another mutually agreed-upon channel.

Other channels are divided up as follows into groups generally used for the type of traffic indicated. In some systems, local procedures will vary, but this is the norm.

Channels 1-9	Military and military-related traffic (including conversations between military and civilian shipping).
Channels 11-20	Port Authority communication channels.
Channels 21-24	Information and bulletin channels.
Channel 25	General contact channel.
Channels 26-30	Ship-to-planetary communications net channels.
Channels 31-50	Commercial ship-to-ship communications.
Channels 51-100	Routine ship-to-ship communications.
Channels 100-110	Computer data-links. High-speed information exchange.

HARDWARE

The basic communications console can have anything from 10 to 110 channels, depending upon price and tech level. A commo console is considered to be automatically present for every 100 tons of bridge (or fraction thereof) included on board. Additional commo consoles can be installed; each is considered to take up one ton. Note that this is not all hardware; it includes space for the operator, external antenna arrays, wiring, and other considerations as well. One operator is required for each communications console being used.

The referee should determine the capacity of any given ship's communications center, perhaps by rolling 2d-1, and multiplying by 10, or by some more precise way which takes variable factors into account. If a ship is being built to the specs of a group of characters, they may specify the capacity. Price is included in the basic price of the bridge; additional consoles cost as outlined below (take Basic Cost + Channel Packages — Tech Level):

Basic	Cr 5,000	
Channel Packages	Cr 100	per 10 channels installed
Tech Level	Cr 250	per tech level over 6

Any unit with less than full 110 channel capacity comes automatically with channels 10 and 25; all others should be designated by the referee (or the persons installing the equipment). A mix of useful channels is suggested. Once the basic unit has been stocked, channel tuning modules can be purchased (at a cost of Cr 100 each) for additional channels as needed. These are available at any Class C or better starport; installation requires Electronics-1 or Commo-2 skill. Changing modules is a process requiring Electronics or Commo skill; it takes 2d minutes to change a module, with minutes equal to the character's skill level subtracted from this basic time.

ADVENTURE USE

The physical limitations imposed by communications capabilities can be turned to good use in adventures for TRAVELLER. For example, the use of various frequencies can be a hindrance to players wishing to monitor specific operations; a whole adventure might be built around learning the communications channel used by ships of a specific company in order to

listen to or locate one of their ships. Characters who go in for piracy may find this to be particularly useful.

There should generally be a chance of 10+ that traffic intended for a particular ship will **not** be heard, perhaps as a result of having the communications system set on the wrong channel, or possibly as a result of inattention on the part of the operator. Referees may use this to good effect to delay or influence a group of characters. This roll should only be made in routine situations, never at times when the group is paying close attention to events around them. Roll each time the ship's communications channel is set to something other than Channel 25; also, generally, once each day. The referee should determine the nature of a message which is not received, and may decide to repeat it at periodic intervals.

In our next issue, the Port Authority Handbook will continue to explore communications, including specific problems, procedures, and other matters of interest relating to ship-to-ship and ship-to-planet traffic.

Software

Communications Programs

Scramble is a computer program which allows a given signal to be distorted in transmission in such a way that it can only be reconstructed by a computer programmed to receive the signal. Each scramble can be made unique; only a computer running another scramble program and supplied with key data concerning the nature of the scrambling can pick up and translate the signal. In effect, a scrambled signal can only be unscrambled if the receiving ship has been given information concerning the exact scramble pattern. Without this data, there is still a slight chance of receiving part of a scrambled signal and making sense out of it; on a roll of 12+ an intercepted, scrambled signal can be reconstituted to the point of understanding (though there may be distortion or interference). The Commo skill of an operator working with the computer may be added to the roll.

Decode is a computer program used to crack coded messages. Codes are very tricky to break. If messages are being sent in code, they can be decoded on a 2d roll of 18+; DMs are obviously essential. A DM+1 should be allowed each time a coded message is intercepted, with a DM+2 if an intercepted message is clearly associated with some subsequent action (allowing some tentative meanings to be assigned). Commo skill of an operator may also be added.

Once a code is understood, all further messages will be clear. The referee may wish to work with further complications, such as changing codes, scrambled codes, and other factors.

COMPUTER SOFTWARE LIST

Space	MCr	Program Title and Effects	Skills	Throw
1	2	Scramble; allows message privacy	2, Commo-1	8+
4	8	Decode; allows coded message translation	3, Commo-4	11+

TRAVELLER'S GEAR

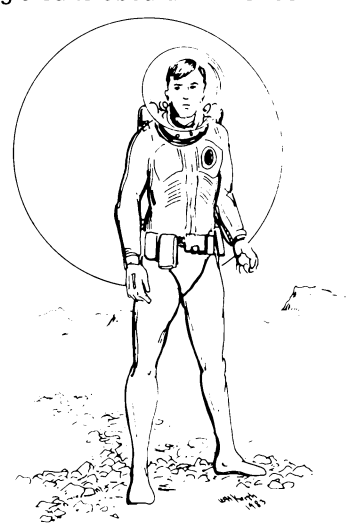
Body Pressure Suit

by
Martin Guyotte
and
J. Andrew Keith

The body pressure suit is a lightweight and inconspicuous alternative tc the standard bulky vacc suit. The suit prevents death from vacuum by tightly reinforcing a character's own skin, maintaining internal body pressure and thereby preventing explosive decompression. Since the suit fits more closely than any wet suit, each is tailored uniquely to the owner, so that suits are not interchangeable and are individually more expensive than standard vacc suits. Fittings at the suit collar and the ends of the sleeves allow the use of various types of gloves, helmets, and life support equipment.

Persons wishing to use the body pressure suit in vacuum must wear an additional piece of equipment which fits around the individual's waist. Often called the "diaper" or "chastity belt," this piece houses life support controls, holds tools, and, most importantly, protects the wearer's lower torso, where a skin-tight garment is impractical. The "chastity belt" is not needed if the suit is being used strictly as a protective suit against hostile atmospheric conditions.

The body pressure suit (without a "chastity belt") can be worn under any armor or under normal clothing. When worn under some types of clothes, such as shipboard coveralls and long-sleeved garments, the body pressure suit will be virtually unnoticeable, except for gloves, helmet, and life support. Hijackers have been known to smuggle suits aboard in this fashion, with the "chastity belt" concealed in luggage, in order to have protection on hand in the event of pressure drops or gas attacks caused by operative anti-hijack programs. Suits are also sometimes worn by naval, scout, merchant, or other starship crews in situations where a pressure loss danger exists, but regular vacc suits would be inconvenient with the necessary ancilliary equipment ready at hand, the suit can rapidly be put into operation when disaster threatens.



Equivalent in its own right to jack armor, the body pressure suit, without accessories, costs Cr 12,500, has a negligable weight, and is available at tech level 10.

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Equivalent in its own right to jack armor, the body pressure suit, without accessories, costs Cr 12,500, has a negligable weight, and is available at tech level 10.

Lightweight gloves and a flexible plastic helmet which can be inflated with a twenty-minute charge of air from an attached air cartridge are also available. These items are especially designed for use with the body pressure suit (though normal vacc suit accessories can also be used); they can be folded and stored in a very small space. Available at tech level 10, the entire set weighs only 750 grams, and costs Cr 250.

The "chastity belt" weighs 1.5 kg, and costs Cr 2,500. It, too, is a tech level 10 item.

From Issue No. 1

NIGHT RESCUE

by
J. Andrew Keith

Due to some problems with space, this adventurette was omitted from Issue 1 of FAR TRAVELLER. Set on Roakhoi, the world featured in the first issue's Port of Call, this adventurette will be of greatest use to those who have access to the material contained in that issue. Though it can be played without reference to other material, the background from FAR TRAVELLER I will help to explain some aspects of the adventure situation . . .

INTRODUCTION

This short adventure for TRAVELLER takes place on Roakhoi (Ea 0404 C969543-5), which is described in detail in last issue's **Port of Call** feature. It is intended for play by a group of characters numbering between three and eight, of any background desired. Referees should note that this particular adventurette forms an excellent "encounter" situation to be woven into the framework of a longer adventure or campaign set on Roakhoi, as well as being playable on its own.

BACKGROUND

The continent of Oistea, the largest land mass on Roakhoi, is an inhospitable region which has never been settled. Periodic rumors of valuable mineral deposits, however, frequently draw explorers and adventurers (both locals and offworlders) to mount expeditions into the rugged uplands.

The adventurers are part of such an expedition, a survey organized by Caledon Ventures, Ltd., to investigate the Southern Uplands of Oistea to determine whether or not mineral exploitation is feasible in the area. A team of geologists and other experts was placed in charge of the expedition and the adventurers were hired on as reconnaissance and security personnel. The Caledon expedition, working from limited resources, has been forced to hire native assistance for transport and support in order to carry out the survey.

Two weeks ago, the sailing vessel carrying the party anchored in a secure harbor near the mouth of the river flowing down from the Uplands. A base camp was quickly set up and the adventurers, along with two of the expedition scientists, went out on a preliminary reconnaissance. On their way back, however, they were met by a handful of ship's crew members who had disastrous news to relate.

Another ship had entered the harbor a few days ago signalling need for supplies and assistance. The expedition's ship captain had been lulled into a false sense of security by the Guild flags and insignia that marked the new vessel and it wasn't until it was almost alongside that anyone realized that the ship was not what it seemed. The vessel was packed with dozens of brigands who grappled the expedition ship and poured onto its decks, easily capturing the vessel.

The base camp ashore had not much more of a chance. They attempted to break camp and escape overland but the pirates anticipated the move and blocked the best escape route with an armed landing party. Most of the camp personnel surrendered except for the messengers who took one of the small, flat-bottomed gigs from the camp and escaped upriver. From a distance they watched the anchorage and have seen the pirates organizing.

The pirates are plainly renegades of some kind; probably mutineers who rebelled against a harsh captain but knew they could never get home safely. They make their living preying on unwary shipping craft. The expedition offers them little except for the small possibility of ransoming the offworld scientists, a chance they might be willing to take. The scientists are being held aboard the pirate ship while remaining captives from the expedition have been placed under guard below deck of their own vessel. The pirates have taken over the base camp for their own use and when last seen were busy celebrating their success.

It is plain to the adventurers that something must be done. They cannot survive long without the supplies aboard the ship or at the camp, and if they are stranded on Oistea they are as good as dead unless they should be lucky enough to encounter some other expedition later.

There is no question of taking on the pirates,however. They number at least 60 individuals and are well armed (with blade and primitive firearms) and experienced. The best that can be done is to try to free the crew of the

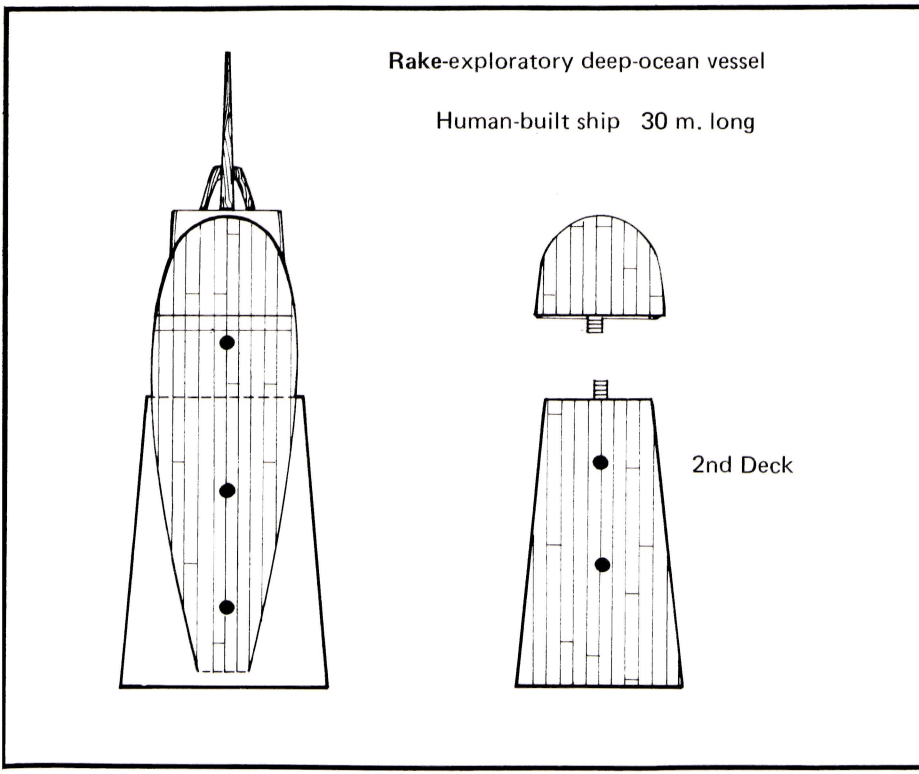
expedition ship and make sail, escaping from the harbor at night. Unfortunately, two obstacles remain. First, the pirate ship is far more maneuverable, sails faster, and could easily catch up with the fleeing escapees. Second, the scientists are confined aboard and should be rescued if at all possible.

The only way out of the difficulty seems to be a risky nighttime raid and an attempt to not only free the expedition's ship, but to also board the pirate vessel, simultaneously render it incapable of sail and free the captive scientists as well. To accomplish this, the adventurers have only their own limited resources plus six panicky crewmen, two elderly scientists and a leaky rowboat. The odds, to say the least, are against them.

SETTING THE SCENE

The first map shows the overall situation confronting the adventurers. The base camp is a cleared area surrounded by a low fence and contains tents and shacks alongside the river. It is protected from three sides — from the east by the river, from the south by the coast, and from the north by a bayou and extensive swamps.

Some forty-five pirates presently occupy the base camp. A skeleton crew of ten are on board the pirate vessel, while fifteen make up the guard and anchor watch on the expedition ship.



The adventurers cannot move down the river past the camp without being spotted, but the boat can be taken through the marshes to a location not far from the beach. Both ships are anchored close enough inshore to make swimming practical and the boat can be carried overland in a matter of an hour or so.

Movement on the map takes between one and five minutes per hex depending upon terrain, caution and other factors. Every fifteen minutes, any character or group of characters within five hexes of the base camp or one of the two ships will be noticed on a roll of 8+. DMs are allowed for military experience, recon or hunting skill, and similar advantages at the referee's discretion. A DM-3 should be allowed if players are moving with particular caution.

THE HAND OF FATE

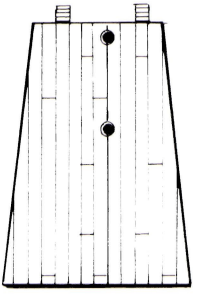
The pirate vessel *Hand of Fate* is a small sailing craft designed for coastal and island-hopping voyages. The large crew carried on this voyage is far more than could be transported comfortably on a long sea journey, indicating the possibility of a nearby harbor or base used by the pirates.

The map included shows the layout of the pirate vessel. The small anchor watch on board includes three men on deck, two standing guard over the prisoners in the after cabin, and five more on the forecastle, off duty. The captives-five scientists-are unharmed.

Many methods can be used to render the ship helpless. These include damaging the rudder, destroying lines and rigging, or setting fire to the ship. Players may devise other solutions as well.

Rake

3rd Deck

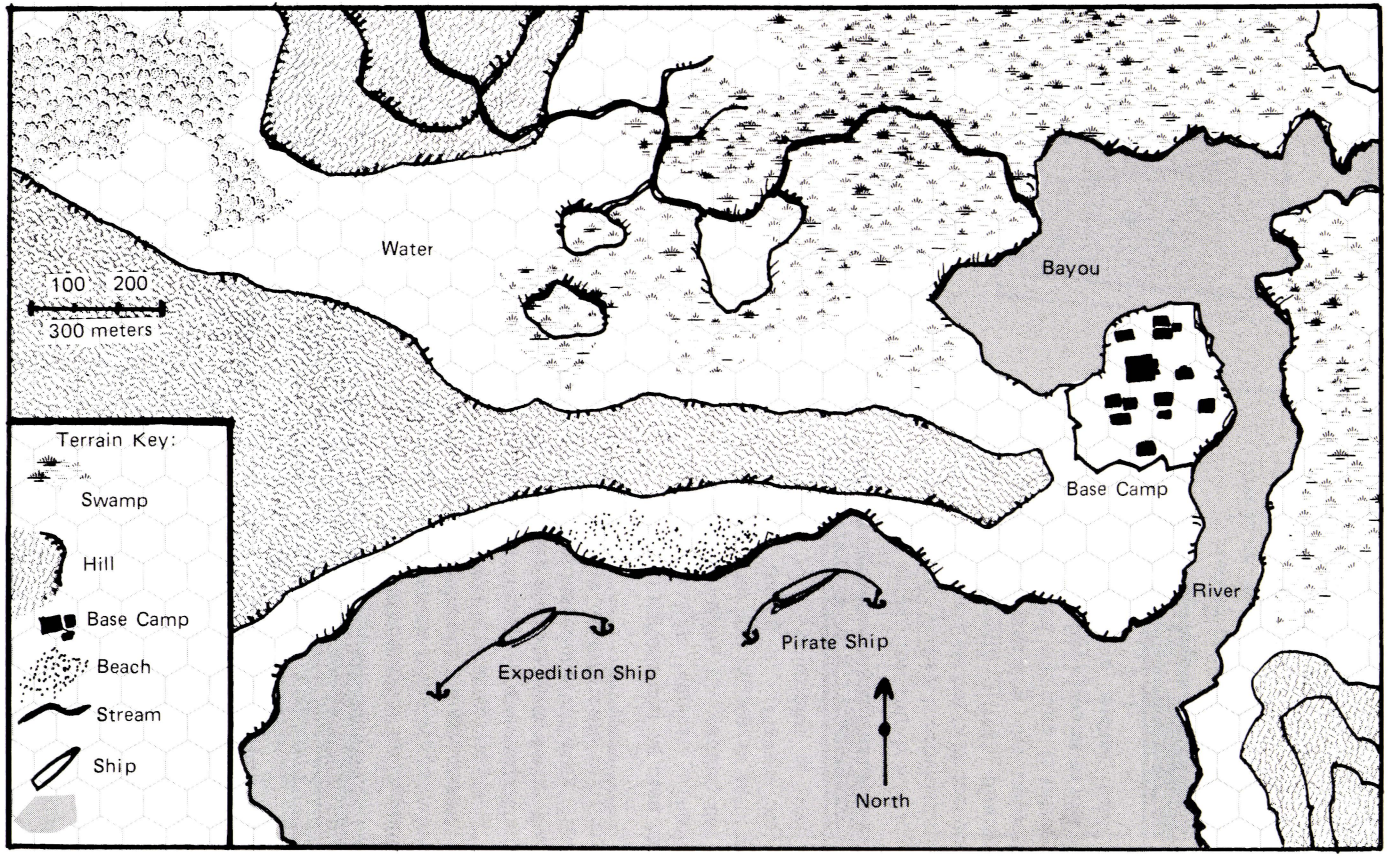


THE OAHEALOIRAE

The expedition ship is a much larger vessel. A map is provided of the ship. The crew has been locked belowdecks, with fifteen pirates above deck guarding the various hatches. Once the crew is released, it will take five minutes to make sail and cut the anchor cable.

THE ADVENTURE

In leading players through the adventure, the referee should keep in mind the need for stealth, secrecy, and surprise. If the alarm is given, the ships' watches will be alerted and the pirates in the camp

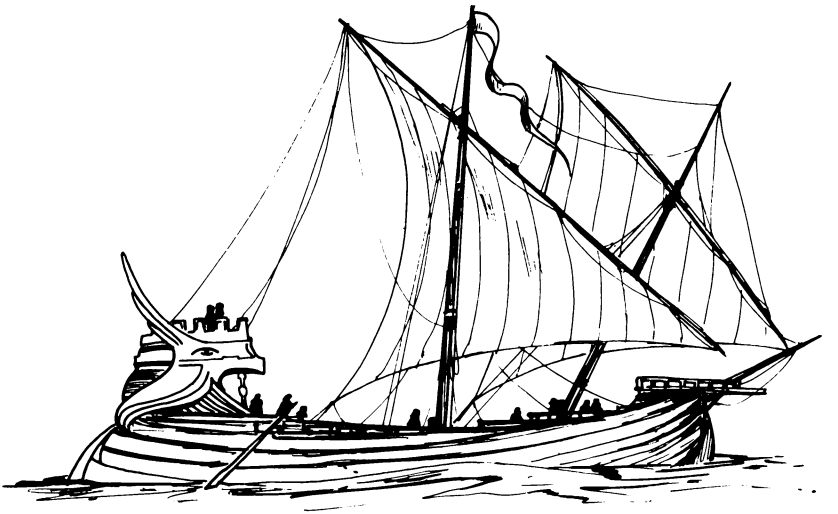

Water
100 200
300 meters
Terrain Key:
Swamp
Hill
Base Camp
Beach
Stream
Ship
Bayou
Base Camp
River
Pirate Ship
Expedition Ship
North

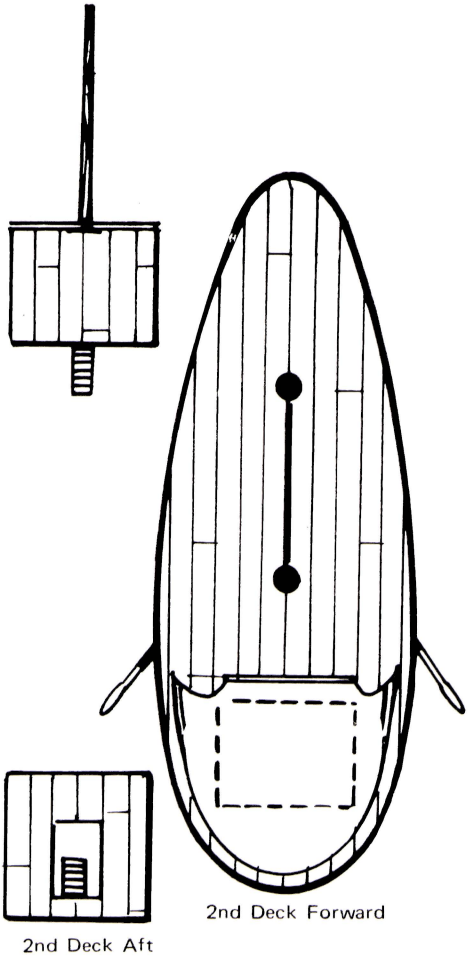
may also join the party within a few minutes. Thus, an all-out onslaught will, in the long run, be a poor choice of tacis for the players.

The referee should feel free to add in additional problems to be overcome; increasing the danger or challenge of the situation. Players should be sharply limited in equipment and may face a variety of other handicaps as well.

CAMPAIGN

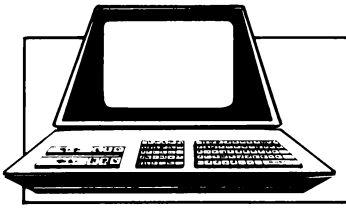
The situation in "Night Rescue" is an excellent one for insertion into longer adventures on Roakhoi. The survey mission to Oistea (or to some of the unexplored islands, for that matter) could be a long-running campaign in its own right, with adventurers coping first with organizing and with conducting the whole mission. Once the ship escapes from the pirates, further adventurers involving a new landing and explorations of the rugged Oistea interior are possible. There is an ever-present threat of accidentally finding the pirate hideaway or, for variety, the pirates might turn out to be in the pay of the Aslan company, Tlasayerlaahel, which is seeking to stop the Caledon survey. These are only a few possible ways of developing this isolated situation into a full-fledged *Traveller* campaign.





Aslan-built ship 21 m. long

Ahu-coaster



LIBRARY COMPUTER

Dynastic Crisis of 1024: Caledonian civil conflict sparked by the death of Prince Colin without issue. Two rival claimants emerged to dispute the throne, Admiral Earl Maxwell and Edward, Lord Campbell. Campbell emerged victorious at the decisive Battle of Dunbarton, largely due to his superior war chest backed by the support of a number of the most wealthy mercantile corporations in the Principality. Campbell ascended to the Princely Throne on 004-1025; his descendants continue to rule today.

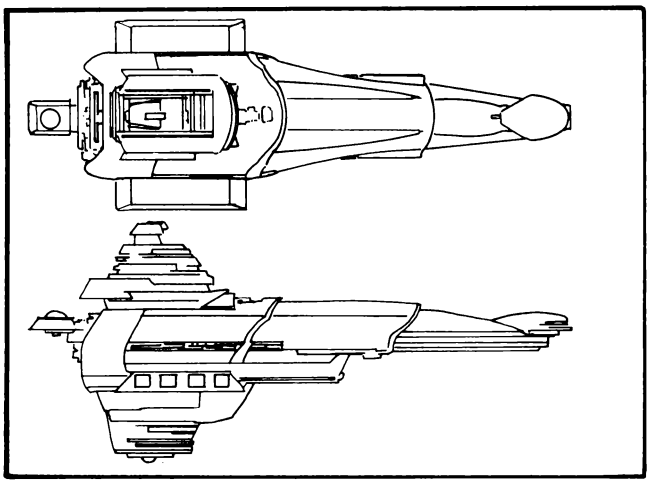
Onnesium: Rare element, atomic number 118, mildly radioactive and dangerous, which has been proved to be a viable room-temperature superconductor. Onnesium is normally found as small, silvery spheres embedded within meteoric nickle-iron; it is created within supernovas, plated onto asteroidal surfaces, and eventually can be discovered in free-floating asteroids or in impact craters on planetary surfaces.

Recent discoveries of onnesium in the Gavza system have suggested that a supernova at Scotian Deep 0308 may have spread onnesium deposits to several nearby systems in the Scotian Deep subsector.

Reavers, The: Name given to any of the petty warlords or pirates who have operated in the area of space known as Reavers' Deep. The first reavers flourished in the region during the Long Night, when individual warlords with a handful of working starships could dominate several worlds. Expansion by Aslan and Imperial interests into the region, culminating in the Aslan Border Wars (200-380), led to a lessening of the Reaver presence, but in the aftermath of those wars, the neutral strip of border worlds in the Deep became havens for criminals and pirates. To this day, the name is sometimes applied, often in a fanciful or romantic manner, to freebooters, pirates, privateers, or, occasionally, to small interstellar states found in the area.

Scotian Deep Trading Company: Mercantile firm based on Stirling/Scotian Deep in the Reavers' Deep sector. Though dating back to the heyday of Caledonian merchant expansion, the company's fortunes are founded largely upon the haihe trade out of Rejhappur. After the Dynastic Crisis of 1024 (q.v.), the leadership of individuals such as Robert, Lord Armstrong helped to bring the company to a pinnacle of power and prestige in the subsector.

Inkaalur Class Dreadnought



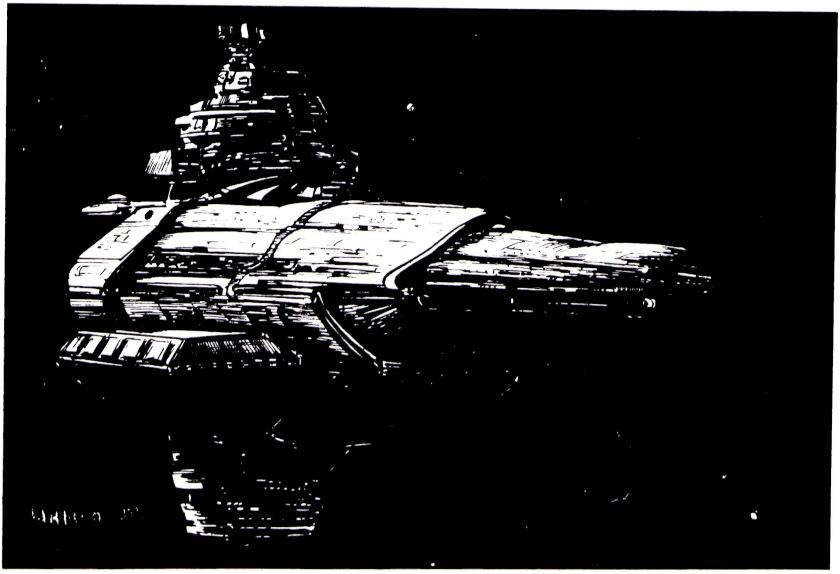
Inkaalur Class Dreadnought

Dreadnought BB-R435AJ4-A09900-999T9-0 MCr 77,759,538 100 ktons

batteries bearing	W841N	TL = 15
batteries	ZC61Y	crew = 1501

Passengers = 30. Low = 776. Troops = 651. Cargo = 790. Fuel = 40,000. EP = 10,000. Agility = 5.
24 miscellaneous small craft. (Z = 43).

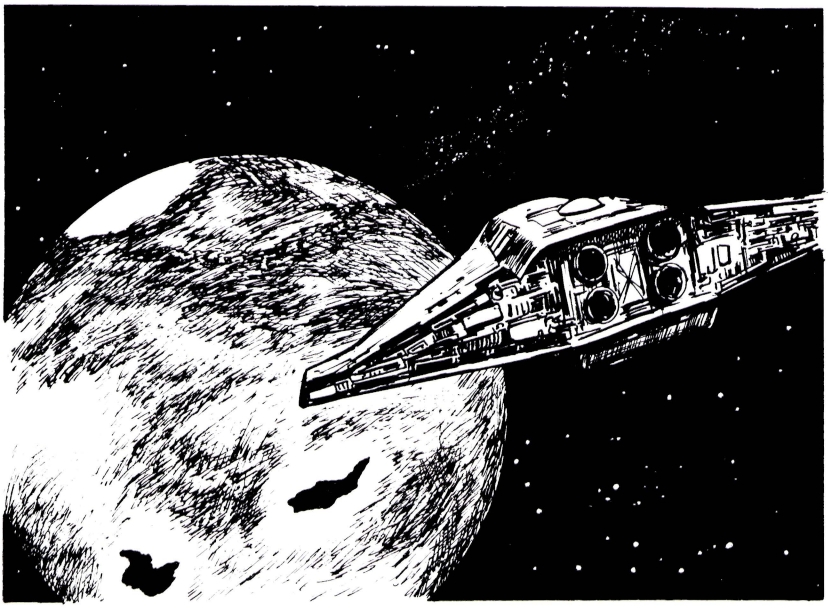
Tonnage: 100,000 tons (standard). 1,400,000 cubic meters.
Crew: 201 officers, 1300 ratings.
Performance: Jump-3. 5-G. Power Plant-10. 10,000 EP. Agility-5.
Electronics: Model/9fib computer with Model/9fib backup.
Hardpoints: One spinal weapons mount. Six 100-ton bays. Forty-four 50-ton bays. Four hundred and thirty hardpoints.
Armament: One meson gun spinal mount (factor-T). Six 100-ton particle accelerator bays. Twelve 50-ton fusion gun bays. Thirty-two 50-ton missile bays. Four hundred and thirty triple laser turrets organized into forty-three batteries.
Defenses: Nuclear damper (factor-9) with backup (factor-9). Meson screen (factor-9) with backup (factor-9). Armored hull (factor-A).
Craft: 4 ship's boats. 8 pinnaces. 8 cutters. 4 shuttles.
Fuel treatment: Integral fuel scoops; on-board fuel purification plants.
Cost: MCr 77,759,538 standard. MCr 62,207.63 in quantity. MCr 47,457,543 to upgrade.
Construction Time: 52 months singly; 42 months in quantity. 13 months to upgrade.



Inkaalur Class Dreadnought

Comments: The original **Inkaalur** class dreadnought, a tech-14 ship was the mainstay of the line of battle in the rimward Imperial fleets. With the general cutback of naval strength in the region after the Solomani Rim War, many **Inkaalur** class ships were paid off. A few, however, were retained and upgraded to Tech 15 standards as new technology made the dreadnoughts obsolete.

The upgraded **Inkaalurs** are fitted as squadron command ships, with a Fleet Bridge in addition to the ship's bridge. An oversized contingent of ship's troops (or, occasionally, Imperial Marines) were added to the ship as well. Upgrading the **Inkaalur** class is considered a better investment than the construction of new vessels. The new **Inkaalurs** have not been tried in combat, however, and may not match a modern dreadnought of equal size.



PORT OF CALL

Rejhappur

Port of Call is an in-depth examination of a single world created in accordance with the basic rules presented in TRAVELLER, but amplified and expanded to produce a complete varied, multi-faceted planet which can be the setting for a variety of TRAVELLER adventures. Referees are encouraged to use this material not only as a direct source for adventure situations, but also as a model from which totally different worlds, each with its own unique features and aspects, can be constructed.

In this issue, our attention is turned to Rejhappur, a world in Reavers' Deep beyond the bounds of the Imperium. With vast deserts and steppes, and few large areas of water, the world is inhospitable. Recently, though, the twin circumstances of a worthwhile commercial product and an excellent position on a vital trade lane have combined to attract an offworld presence. The planet's original inhabitants, a minor human race, have not been entirely reconciled to the presence of the newcomers — a situation which has given rise to considerable friction which could easily flare into outright conflict.

THE REJHAPPUR SYSTEM

The Rejhappur star system (Scotian Deep 0408) was surveyed by explorers from the various small, petty interstellar states during the heyday of the Reavers, but the world was never considered to be of sufficient interest to warrant detailed examination or colonization.

Two worlds and an asteroid belt make up the star system; Rejhappur occupies the second orbit. Planet I, Logi, is a medium-sized body with stats of X6A1000-0. Conditions on the world are extremely hostile, with temperatures ranging around 75-85°C and an atmosphere with high percentages of sulfur and sulfur dioxide. The world was largely ignored; recently, however, finds of rare onnesium deposits on a similar world in the Gavza system have prompted some scientists to press for a thorough survey of Logi. So far, no action has been taken in this direction.

Rejhappur, the second planet, was originally designated Utgard on early star charts. The name was changed once contact with the world's native civilization established the local name for the planet. In the local language, Rejhappur means "Land of the Homeless Ones."

An asteroid belt occupies the other orbital position in the Rejhappur system. This orbit, unlike those of the two planets, is highly eccentric, with a periastron within the orbit of Logi, and reaching almost 50 astronomical units out at its furthest extent. It is virtually certain that this belt constitutes the shattered remnants of a world; though debris has been scattered throughout the orbit, there is still a heavy concentration that may represent the original planet's position. Some scientists have postulated (based on various findings, including the presence of the minor human race discovered on Rejhappur) that the belt was created during the cataclysmic war that ended the era of the Ancients; one theory holds that the world was a free wandering planet which was directed into the system, probably to destroy some base or installation, but was itself destroyed instead.

REJHAPPUR

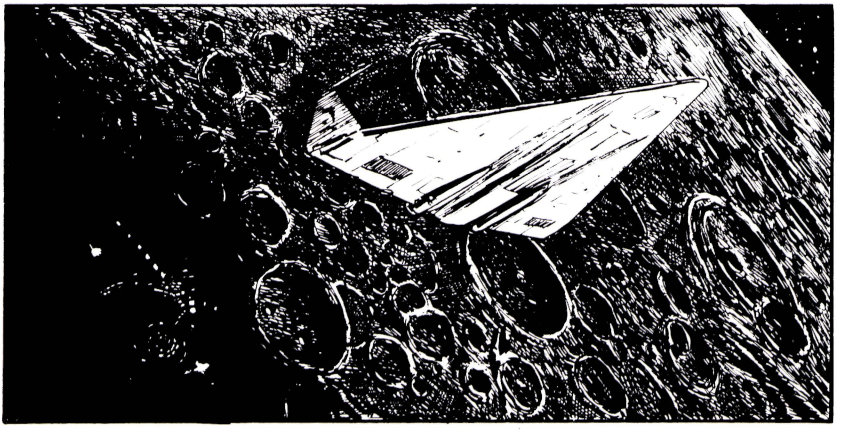
Rejhappur is a medium-sized world with a single moon, called Krashlamar in the prevailing planetary tongue. With a diameter of 1975 kms (1186 miles), Krashlamar would normally be of little interest. It was, however, selected as the site of the primary starport for Rejhappur system, and has thus assumed a great deal of importance.

The moon was picked to house the system's original class D Starport facilities during the early days of Caledon's mercantile expansion; at that time Rejhappur was not considered worthwhile, and it was decided that the airless moon would be an excellent facility location, given the smaller gravity well and the convenience it afforded to non-streamlined ships visiting the system, large veins of subsurface ice, discovered in early surveys, are mined to provide ready fuel.

The port was since been upgraded twice, and is now considered a Class B facility. When Rejhappur became increasingly important as a link in the rimward spacelands and as a source of commercial interest in its own right, there was a major dispute over the choice between expanding the moon base, or constructing extensive new facilities on Rejhappur itself. The Scotian Deep Trading Company, with a charter for development of Rejhappur, fought hard for the latter alternative, but the Principality government, which was subsidizing elements of the venture, pressed for the less expensive expansion program. As a result, Krashlamar boasts a surprisingly large starport, but virtually no other features of interest to visitors.

Due to the airless nature of Krashlamar, nonstreamlined ships can land

freely, and there is no need for an orbital port facility over Rejhappur. The Scotian Deep Trading Company has established a small orbital warehouse and shuttle transfer station in a polar orbit; this orbital station has accommodations for about 50 people, and is reserved for use by company ships (cargo is brought up by shuttle, left at the station, and transferred to company ships bound outsystem) to save the expense and effort of ferrying freight and passengers all the way from Rejhappur to Krashlamar. The orbiting station also functions as a survey station from which company scientists can conduct intensive orbital surveys of the world.



This orbital station is of the **Eshpadir** class of orbital facilities; plans are available in **Adventure Class Ships Volume 2**, available from FASA.

Rejhappur proper has the following stats:

Rejhappur/Scotian Deep 0408 B551613-A Non-Industrial, Poor

A dry, arid world with a hydrosphere of less than 5%, Rejhappur's tiny seas and its ice cap are the main sources of water on the planet. Scientists believe that the world was struck by several large asteroidal masses 300,000 or more years ago, probably during the period when the system's asteroid belt was first being formed. These strikes triggered a prolonged ice age. The rugged Malvak and Malovke regions of Rejhappur were carved out in part by glaciers. Within the last 50,000 years, the ice has retreated; melting water has drained off into subsurface rock strata, leaving little free moisture on the surface.

The seas on Rejhappur are abnormally high in mineral content; nothing lives within them, and massive purification efforts are required even for the extraction of water for fusion power plant fuel. These seas lie in lowland regions which contain various types of terrain, including massive salt flats. The air in regions around these dead seas is difficult to breathe, and no one visits these regions for any prolonged period of time.

The fact that underground water supplies do exist in abundance has enabled life on Rejhappur to survive, though the climate is harsh. Some stretches of fairly fertile terrain do exist, especially on the high ground above the seas; underground water supplies in these areas make such regions reasonably pleasant, and permanent communities are possible. Large expanses of steppelands also abound on the world, covered with sparse, hardy vegetation in the spring and summer, but tending to be desolate and hostile in winter months. Fluctuation in the underground water supply from glacial runoffs during Rejhappur's brief spring cause the steppes to undergo a sudden flowering; when winter comes, and water from melting glaciers no longer flows through underground rivers under the steppes, the planet dies off.

Vegetation on Rejhappur is photosynthetic in nature, but has been forced to adapt to the inhospitable conditions of the world. Plants found in the fertile regions and in the steppes have developed complex root systems which can tap into underground water supplies and store water and nutrients against later need. Many small nodules are located along the roots; these store needed elements that can be used during periods when water or nutrient supplies are unavailable. The greater the water supply, the more such nodes are formed.

One plant of this type, jaihe, is of particular commercial importance, and is indeed one of the prime notivations for the offworld presence on Rejhappur. The nutrient nodes of the jaihe plant, when properly processed, form the basis of a hot beverage which has proven popular in the Principality of Caledon, and in other markets as far away as the Imperial frontier provinces at the edge of Reavers' Deep.

The Scotian Deep Trading Company has obtained a charter from the principality to develop Rehjappur and the jaihe trade. Since the charter was granted, the company has done a great deal to organize planned cultivation, setting up new irrigation systems and harnessing friendly native labor to increase the yield of the crop. Fertile lands in various parts of the planet have been exploited more and more thoroughly; native towns have been attracting fairly sizable contingents of offworld settlers, and the planet has in general moved rapidly from hopeless primitivism and isolation to a state of slowly but steadily progressing civilization.

There are still, however, vast tracts of unsettled and unexplored land; in fact, since offworld attention has been focused on those few areas capable of supporting sustained agriculture, most of the world remains quite outside the civilizing influence of offworld colonies, and Rejhappur remains an outpost of civilization rather than an actual world civilized in its own right.

POPULATION

Rejhappur's exact population is unknown, as no accurate census of the various tribes of the steppes or the desert regions has ever been taken. It is estimated, however, that the planetary population is in the 2.5-3 million range; approximately 225,000 offworlders are included in this figure.

Ethnically, all native inhabitants of Rejhappur appear quite similar, though there are considerable cultural differences between natives found in the

steppes, in the deserts, and in the fertile regions near the edges of Rejhappur's dead sea bottoms.

Over the past 300,000-plus years that they have been on Rejhappur, the transplanted humans have developed to adapt to the harsh climate and hostile conditions of the world. Their skin is tough and leathery, broken into scale-like plates, and dark brown in color. Epicanthal folds protect their eyes from cold winds or hot, wind-blown sand, and nostril and ear flaps serve the same purpose. Patches of hair grow on their cheeks, and on either side of the skull ridge. Desert dwellers generally shave the scalp hair, but allow the cheek hair to grow long; the steppe dwellers keep cheek hair cut short. The scalp hair on one side is kept short as well, but that on the other side is allowed to grow into a long scalp lock once the individual passes a test of manhood. The Happrhani, members of the most civilized, settled communities of Rejhappur, generally shave their facial hair, and allow scalp hair to grow long. This hair is usually braided together into a queue. Some Happrhani have adopted offworld styles, and those serving in company-organized military units wear their scalp hair quite short, to avoid giving opponents a handhold in close combat.

Rejhappur characters are generated normally, but "2" is added to an individual's endurance. Steppe and desert nomads should be barbarian characters (see Supplement 4, **Citizens of the Imperium**); the Happrhani can be of almost any background desired.

EARLY HISTORY

Scientists generally agree that the Happirhva people were transplanted to Rejhappur by the mysterious Ancients over 300,000 years ago. The long struggle for survival against an inhospitable world has kept the native population from ever developing much in the way of technology or civilization. When offworld settlement first began some 250 years ago, there were generally two groups of natives encountered. The Happrhani ("People of the Soil") were much less numerous but somewhat more civilized than the Happijhom ("People of the Steppes"). The former formed various small

farming communities in the fertile regions of Rejhappur, and are also found in settlements in desert oases and around occasional small wells or lakes in the steppes. By the time offworlders arrived on Rejhappur, these people had generally reached tech level 3, and had a prosperous and peaceful way of life.

The Happijhom, on the other hand, are a nomadic people who inhabit the broad steppe and desert regions of Rejhappur. During much of the year, the steppes can easily support herds of jhederhai (the native riding beast) and herjhanki (a grazing animal used for food and other necessities). During the winter, however, the steppes grow barren, and for a period of up to 100 days, the nomads must find other grazing grounds. This has forced them to migrate into the fertile regions inhabited by the Happrhani.

These seasonal migrations periodically give rise to conflict, but for the most part, the two groups co-exist quite well. Aside from occasional incidents and clashes, the migration season has always been a time for trade, celebration, intermarriage, and an exchange of ideas, culture, and friendship. This has, unfortunately, been disrupted in recent years. . . thanks to the misguided zeal of recent offworld administrators.

RECENT HISTORY

The development of the Principality of Caledon's mercantile interests in the period of 800-875 sparked considerable efforts towards exploration and expansion in all directions. As trade routes opened into the Ea and Hryarocaa subsectors (and particularly as trade with various corporations in the Aslan Hierate first began to open up), it became obvious to the Caledonian government that new lines of interstellar communication to spinward and rimward were required. The establishment of the Principality enclave on Dunmarrow/Ea in 833 intensified this need.

In 846, the tiny class D starport on Krashlamar, Rejhappur's moon — a facility which had primarily been used as a base of operations for asteroid miners and the like — was upgraded (to Class C) and expanded, becoming the primary packet link between the Principality and various trade links such as Rhys, Brighton, and Dunmarrow. The Scotian Deep Trading Company won the charter to develop and operate the port, with a supporting government subsidy from the Principality. As their involvement in the Rejhappur system became larger, the company began serious survey work on Rejhappur itself. An expedition brought back samples of jaihe, both in its natural form and as the processed ingredient for a popular hot beverage, jaiheblek, which was made by the Happrhani who occasionally harvested the wild plant. Sensing profits, the company followed these surveys up with active trade.

Jaiheblek (which was better known as jaihe off-planet) caught on, and the Scotian Deep Trading Company soon realized the value of their new discovery. By 874, an early trading post had been established at the town of Kaludnawi; James Dunbar, the first factor at the post, signed a series of trade agreements with several local communities to ensure good relations between the offworlders and the Happrhani, who continued to cultivate jaihe as they always had. Under Dunbar and his successors, the Company's presence on Rejhappur became thoroughly established, and the world developed into a major source of profit.

During the Dynastic Crisis of 1024, when the Principality government was nearly toppled by civil war, the Scotian Deep Trading Company gained considerable influence in court as a result of timely assistance to the Campbell Faction. This assistance ultimately won an even stronger charter for the Company on Rejhappur, and a Barony for Robert Armstrong, one of the Company's more prominent officers. Lord Armstrong used the influence thus gained to increase the Company's power on Rejhappur.

Under Armstrong's administration as Director-General on Rejhappur, Company plantations began to replace Happrhani farms as the primary source of jaihe for offworld trade. Plantations were efficient, producing 20 times the amount of jaihe that a comparable amount of land farmed the old way ever could. Large-scale irrigation, modern farming procedures, and centralized direction all played an important part in making the plantation system a successful one.

The Happrhani benefited from the new system as well. The plantations offered excellent employment for good wages, and the influx of high-tech equipment meant that industry, technology, and knowledge all could follow.

Unfortunately, the plantations brought problems as well as progress. The Happrhani were gaining in education and skills, but as they did so, they realized that they would inevitably remain subordinate to offworld employers. The growing offworld population looked down on the locals as ignorant, backward, uncivilized nobodies, who owed everything to their starfaring benefactors. Disdain for native cultural and religious traditions led to some friction, though it would never have amounted to anything if this had been the only trouble.

The real problem was not with the Happrhani settlements, or around certain areas of the steppes which never dried out entirely. As the jaihe plantations vecame more numerous, the offworld administration began to bar nomad movement from more and more areas; a visit from a nomad community for several weeks or months could badly disrupt the production of the plantations. At first the nomads accepted this; when they began to complain, and

attempted to ignore the restrictions, the Company resorted to violence. A small mercenary force defeated a coalition of steppe nomads 10 times its size at the Battle of Simbula in 1059, ensuring the safety of the offworld settlements. Following the battle, several regiments of Happrhani troops were raised and trained as "luvhakka" (support) forces. Officered by offworlders, the luvhakka units were excellent troops, and were used for an increasing number of routine duties — which allowed the Company to cut back on expenditures for large mercenary forces. A few offworld units remained, mostly to secure Kaludnawi, Dunbar Shuttleport, and a few other crucial locations.

After the Battle of Simbula, Company expansion continued unchecked. The Happijohm were increasingly excluded from the fertile regions, although they were strongly encouraged to give up their nomadic life in exchange for steady employment on the plantations. Few did this. Instead, the nomads adjusted, as they always had to natural forces too strong to fight, and resolved to survive in the steppes.

In 1098, the company made the last of a series of blunders which finally brought native relations on Rejhappur to the breaking point. In that year, ground was broken at Nahawaijohm, a new settlement. This town, built around an area of semi-permanent fertile ground, was the first Company town established in the steppes. As the irrigation channels, the wells and pumping stations, and all the other characteristic elements of plantation-oriented life were built around Nahawnijohm, the steppes seemed to catch fire with a spirit of hatred for the offworlders. Nahawaijohm was burnt to the ground four times before the settlement was actually completed in 1103; only by moving a sizable contingent of mercenaries and luvhakkas to the site was the work completed.

By 1105, the cumulative errors of four successive Company administrators on Rejhappur had probably already made disaster inevitable. But the arrival in that year of Sir Percival Jameison as the new Director-General on Rejhappur was the final straw. Jameison, an arrogant and stubborn man, was determined to "bring the damned Haps to heel," regardless of the cost. Believing himself to be a brilliant administrator and amateur strategist (he was wrong on both counts), Jameison set out to replace the economic conquest of Dunbar and the slow land gains of more recent years with outright military conquest of all the unpacified tribes. In so doing, he signed his own death warrant.

The exact motivations which prompted the general uprising of the Happrhani — hitherto perfectly content under Company rule — will never be entirely known. Certainly a portion of the cause was religious in nature; an increasing number of Happrhani were beginning to believe the steppe dwellers who accused the offworlders of conjuring water out of thin air through some unclean magic to fill the irrigation ditches; in fact, the water was just pumped up from underground sources, but even sophisticated Happrhani had not fully adjusted to the concepts of advanced technology and science. Other factors no doubt included resentment at the contempt of offworld overlords, dismay at fighting a war with their steppe dwelling brethern, and many other incidental motives. Sir Percival must take the blame, however, for actually fanning the flames.

In 1108, while on a tour of the plantations at Pajnawi, Jameison was confronted by an angry mob protesting the expeditionary force which had been dispatched to compel the steppedwellers of the Kaludjakir to surrender through a merciless campaign of scorched earth and harrassment. The protest unnerved Jameison, and he made a serious miscalculation — he ordered out the garrison to disperse the mob. The garrison, however, was a luvhakka regiment; rather than fire on their own people, as their officers ordered, the troops mutinied. Their officers were the first to die, but within 56 hours every offworlder in Pajnawi, including Sir Percival and his entire staff, was dead . . . and the news was spreading like wildfire. Other luvhakka units mutinied as they heard the news, though a few stayed loyal. The citizenry supported the luvhakka mutinies, and there were repetitions of the Pajnawi Massacre in several communities. In other areas, offworlders took refuge in hastily-fortified strongpoints and waited, hoping desperately for a relief force.

Relief was difficult to organize. The few regiments of mercenaries and loyal luvhakka available were spread thin, and there was no chance of organizing anything serious in the way of offplanet rescue in less than several weeks. The Rejhappur Revolt of 1108 was and is a plain example of the dangers confronting offworld administrators on a potentially hostile world . . . and is currently a major concern to the Principality of Caledon.

SOCIETY

Social organization and cultural features vary widely among the various groups on Rejhappur. Conditions and attitudes in the Company-ruled areas, for instance, are quite different from those prevalent among any of the steppe nomad tribes; various nomad groups are themselves highly individual in character. Each group has many unique or unusual aspects which serve to distinguish one culture from another; space considerations make it impossible to analyze all of them in detail.

Some important aspects, however, can be examined. In the days before the outbreak of open rebellion, the Company regions were noteworth chiefly for the existence of a sharply defined class distinction between the offworld minority and the native-born majority. The offworlders formed a rigidly aloof upper class, snobbish, arrogant, and rarely interested in native ways. Cheap native labor gave rise to impressive households staffed with servants; offworld military units usually had as many as two or three servants per squad of private soldiers, with officers attended by native help in even higher proportions. It was this general air of haughty superiority which proved the undoing of the offworlders when the rebellion broke out.

Under the offworld aegis, technology and industry did flow into Rejhappur. The planetary tech level of "10" represents this influx; industrial complexes at Kaludnawi and Venanbodar were beginning to give Rejhappur the ability to turn out various manufactured goods of tech 9 and 10 standards. These industries were highly dependent upon offworld specialists and technicians, and the Rebellion has brought most production to a standstill.

Rejhappur Scotian Deep 0408 B551613-A Non-Ind. Poor

Second of three in system. Period 218.4 days. Density .99 standard. Equatorial diameter 9790 kms (5875 miles). Mean surface gravity .73 G. Rotational period 18 hours, 46 minutes, 29.6 seconds. Axial inclination 5°17'9.5".

Area of Rejhappur: Total Area 301,103,000 square kilometers; Land Area 96.7%, 291,160,000 square kilometers; Water Area 3.3%, 9943 square kilometers.

Atmosphere of Rejhappur: Chemical composition, nitrogen 76%; oxygen 23%; argon and other gases 1%. Pressure, thin at sea level. Note: atmosphere breatheable without artificial assistance. Contraindicated for persons suffering from respiratory disorders.

Hydrosphere: Only 3.3% of Rejhappur's surface area is covered by liquid H2O.

Circumference: 30,756.2 kms (18,457 miles).

Moons: One moon, Krashlamar (average distance 124,451 kms). Stats are B101000-0.

TRAVEL ON REJHAPPUR

Movement from one point to another on the surface of Rejhappur may be accomplished on foot, on Jherderhai, by native vehicles, or by imported vehicles such as ships, air/rafts, ATVs, etc. The information given below should be used to determine the travel time for any particular journey.

On Foot: Roughly six weeks per clear, steppe, or desert hex. Roughly eight weeks per hex in rugged terrain. At least ten weeks per hex in mountainous terrain. Travel through passes at rugged terrain rates. Salt seas are impassable. Movement in desert, salt flat, and rugged areas is subject to considerations of supplies and weather.

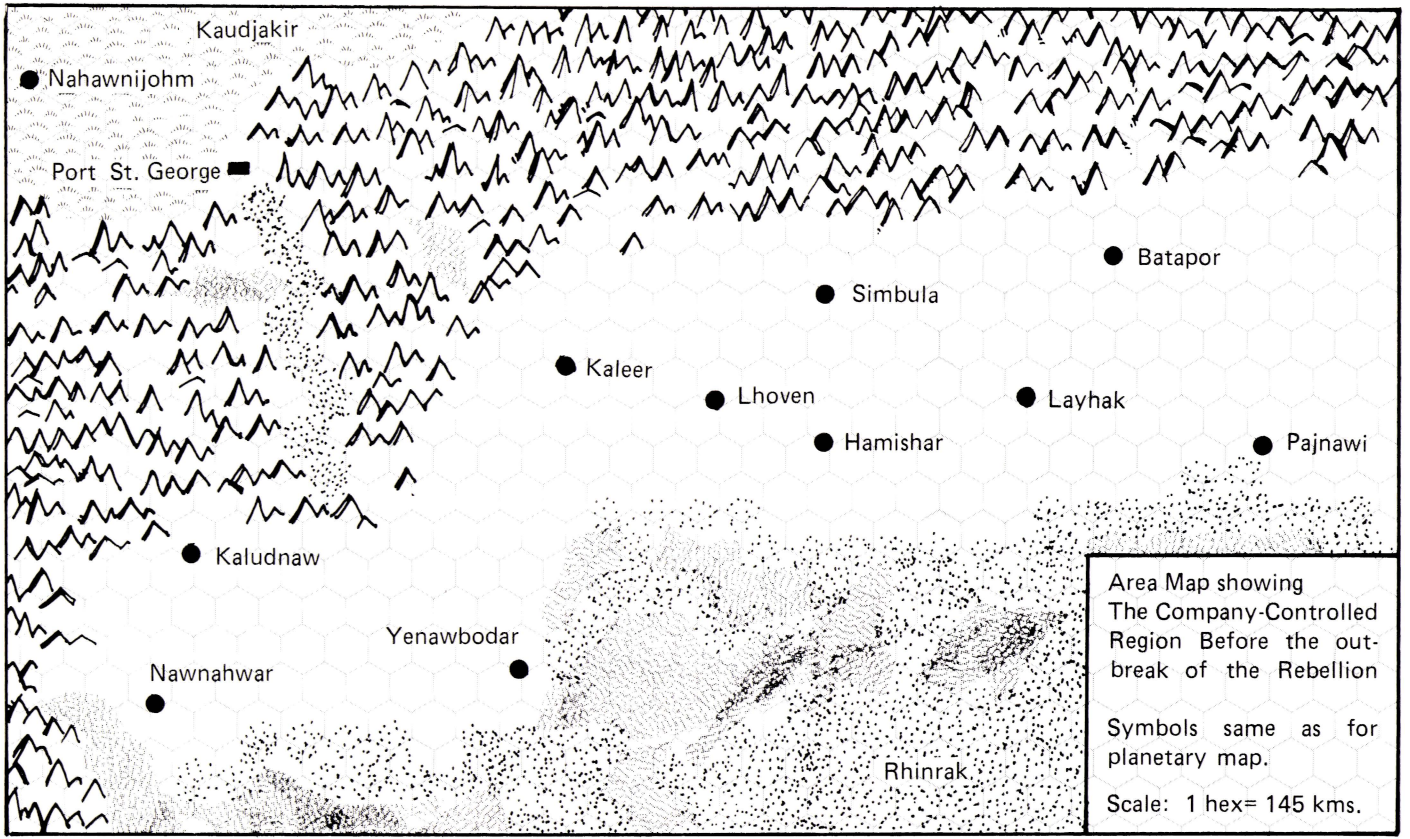
On Jhederhai: Roughly three weeks per hex in clear or steppe areas. Six weeks per hex in rugged terrain; eight to ten weeks in mountainous terrain. Jhederhai can move in desert regions at clear terrain movement rates, but require frequent supplies of food and water. Other considerations as with foot movement.

Native Vehicles: Equivalent to movement on foot.

By ATV: In clear and steppe terrain (without stops). 1 hex may be crossed in 22 hours. In desert terrain, 1 hex per 30 hours. Rugged terrain is 1 hex in 36 hours, mountainous terrain is no better than 1 hex in 44 hours. As an alternative, figure speeds for individual vehicles based on the scale of 880 kilometers per hex, using speeds as given for **Striker** vehicles or vehicles drawn from other sources.

By Air/Raft: 9 hours per hex, regardless of terrain.

By Starship: 44 minutes per hex at 1G. 13 minutes per hex at 6G.


Kaudjakir
Nahawnijohm
Port St. George
Batapor
Simbula
Kaleer
Lhoven
Layhak
Hamishar
Pajnawi
Kaludnaw
Yenawbodar
Nawnahwar
Rhinrak
Area Map showing
The Company-Controlled
Region Before the out-
break of the Rebellion
Symbols same as for
planetary map.
Scale: 1 hex= 145 kms.

The natives dwelling under Company rule — Happrhani farmers, for the most part — have acquired a fair degree of sophistication since the offworld presence was first established. Though incapable of totally independent operation, these natives have acquired a great amount of knowledge from their rulers; many feel capable (though they are not) of completely taking over the various functions of their offworld masters. Though more poorly organized than their cousins from the steppes and deserts, the Happrhani are generally equipped with superior weaponry, and can function quite effectively when dealing with offworld equipment. Luvhakka units are generally trained and armed to Tech Level 9 specifications, while the citizenry has collected motley assortments of equipment of anything between Tech 3 and Tech 7 or 8.

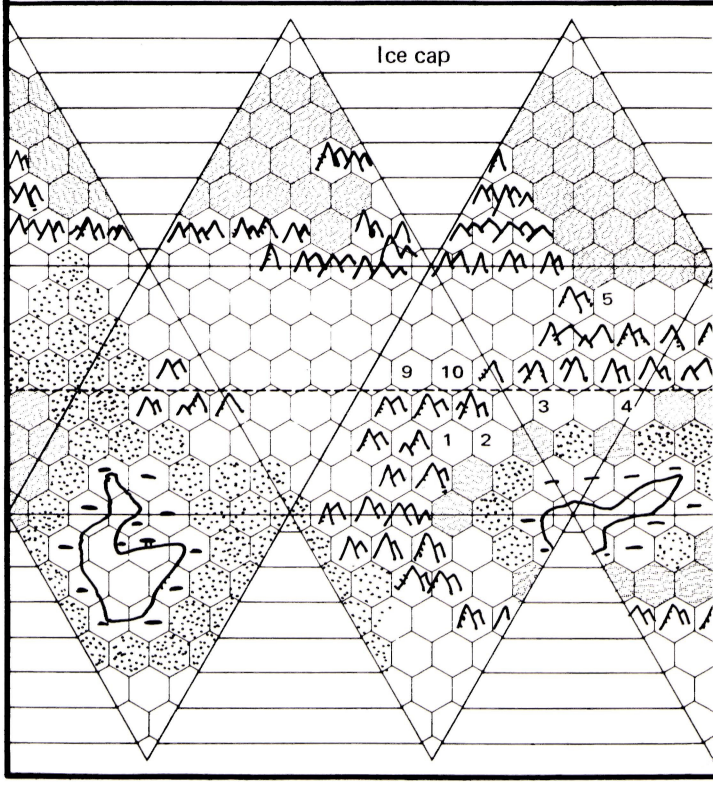
Socially, the rebelling Happrhani are very much in transition. Their old ways have disappeared after nearly three generations of Company rule; in throwing off that role, they have left themselves in disarray. Many offworld customs and patterns have been assimilated, but in a haphazard and uncertain fashion. In the last analysis, the Happrhani seem unlikely to improve their situation even if the rebellion is successful. It is most likely that they will fall prey to their own lack of coherent organization as soon as the Company is no longer there to provide either leadership (as it did before the Rebellion) or a focus for action (as it now does).

The steppe nomads, and their desert-dwelling relatives, never attained either the knowledge nor the degree of outside dependance which characterize the Happrhani. Most nomad groups are still quite backward in technology, boasting no more than a Tech 2 or 3 ability internally. Many, however, have acquired weaponry and other gear from the Happrhani, and it is not surprising to see a nomad band armed with fairly sophisticated automatic weapons.

Nomads are organized into tribal units, numbering in the hundreds or, occasionally, in the thousands. They are dependent upon their herjhanki herds, and must keep on the move among various grazing grounds, or perish. Discipline, inurement to hardship, and superb training as part of a tribe's cohesive whole make the individual nomad warrior a dangerous opponent. Since the struggles with the Company began, the nomads have fared poorly, but the conflict has taken on a strongly religious significance which fuels the nomad determination to win or die.

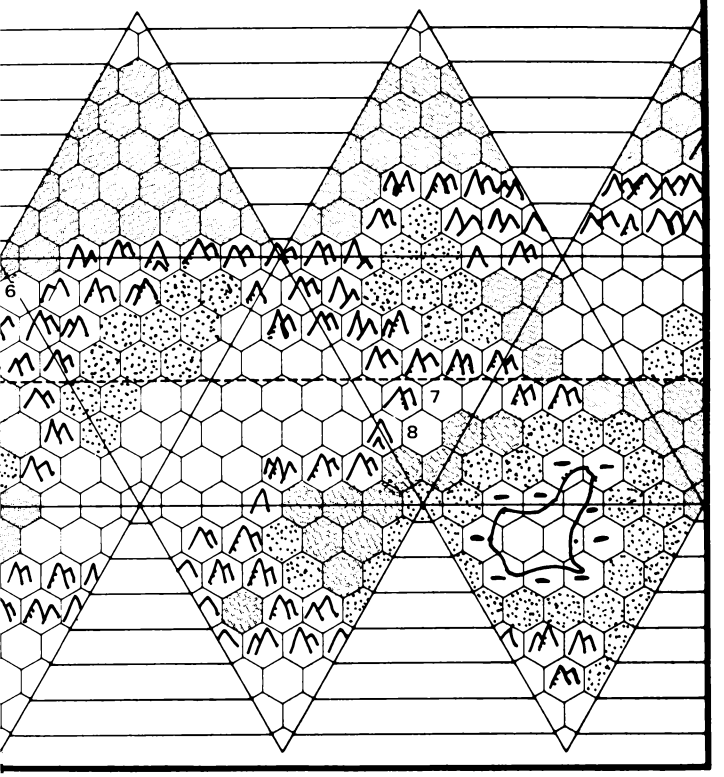
Leadership of the nomads is held by charismatic individuals who have proved their right to rule by their strength, courage, and overall ability. They rely on a council of tribal elders for advice and aid in government, but in the long run are considered the central pillar of the tribe. This is both the greatest strength and the major weakness of the nomads on the field of battle, for they are quick to follow their leaders into action — but equally quick to lose heart when leaders die in combat. For all that they are hampered by overdependence on one-man rule, the nomad system of government is much to be preferred over the chaotic and confused anarchy prevailing among their Happrhani cousins. Usually acting as disorganized mobs, the rebelling Happrhani, by themselves, are little threat. Only the presence of disciplined and organized luvhakka mutineers, and the support of the nomads, has enabled the rebellion to continue (just as the rebellion has

WORLD MAP GRID	1. Date of Preparation
3. USP B55I6I3-A	



2. World Name
Rejhappur

4. Hex Scale
880 kms (327 miles)



TERRAIN KEY

Steppe
Rough, Badlands
Settlement
Salt Flat
Mountain
Sea
Desert

diverted pressure that would otherwise have destroyed the nomads long since).

RELIGION

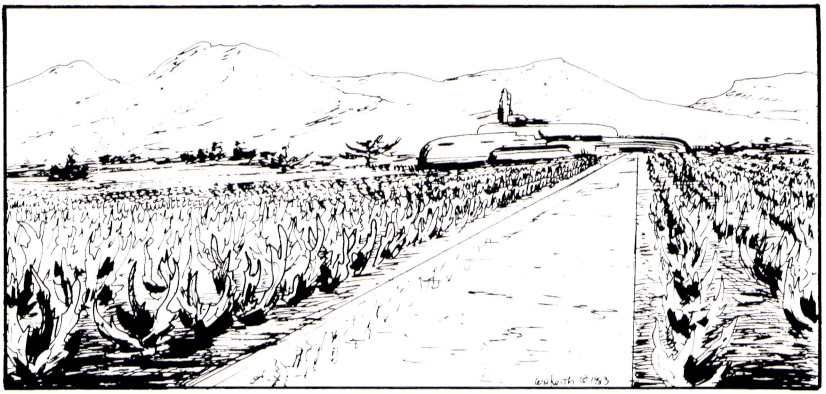
Religious beliefs among the natives of Rejhappur are many and varied. Since the outbreak of hostilities on the world, however, a few specific nomad sects have gained a great deal of influence and respect, and have contributed significantly to the solidarity of the native resistance.

The basis of these sects lies in a fear and distrust of ancient "Sky Gods" (believed by some xeno-anthropologists to be dim echoes of the Ancients remembered through traditions and mythology). Open waters have long been associated with sickness and death (thanks to the unhealthy climate around the dead seas); it is easy to see how the nomads reached the conclusion that the offworlders, with their irrigation ditches and pumping stations, were indulging in an unholy magic. Some natives now believe the offworlders to be evil sky gods, while others merely feel that they are violating the natural order of things by establishing open-water irrigation. In both cases, the nomad creed is clear — the offworlders must be stopped. Their fanaticism is turning what was originally a terrible company blunder into a full-fledged holy war.

The religious rules of conduct which control life among the natives of Rejhappur are generally similar. They stress cooperation over competition, and support an ethical code which makes a virtue out of honor, courage, and dedication to the good of family, people, and race. Though barbaric, the nomad tribes of Rejhappur can be counted upon to obey their codes strictly. They will not kill in cold blood, only in fair fight or in tests of justice in which the condemned have a chance to vindicate themselves. These redeeming aspects of Rejhappuran belief help to emphasize the true magnitude of miscalculation which has led to the current outbreak of hostilities among these people.

ECONOMY

Within the corporate-controlled regions, Caledonian currency was the standard on which the economy was built. Since the rebellion, there has



been a complete economic collapse which has only served to magnify the problems already being experienced. Only the company loyalists now accept Caledonian currency or credit.

Among the nomads, barter remains the basis of all trade.

LANGUAGES

The Happrhani, with their settled communities, evolved several distinctive oral and written languages a long time ago. The Happrhani tongues, in fact, have become common languages used by nomads as well as Happrhani in their dealings with one another, although individual tribes employ their own mutually incomprehensible dialects among themselves. Since the coming of offworlders, the Happrhani tongue from the fertile regions around Dunbar shuttleport has gradually developed into a lingua franca used by the company in all its dealings with locals.

Many Happrhani, especially those employed in the military or on plantations, speak Caledonian Galanglic. Few offworlders have taken the trouble to learn local languages, though some terms and words have been adopted as slang. The company does have memclips available at Dunbar Shuttleport for the major Happrhani tongues, but has little or no data available on the various nomad languages.

OFFWORLDERS ON REJHAPPUR

Just over 225,000 offworlders were resident on Rejhappur and its moon at the time of the Pajnawi Massacre, most of them employees of the Scotian Deep Trading Company, the Caledonian Government, or their dependants. Only a few hundred live on Krashlamar, permanent staff of the starport there. Many offworlders living in the various company-settled regions of Rejhappur itself have been evacuated, but the process has been slow. The majority are still on the planet, having taken refuge in the most secure communities or at Kaludnawi, where they await available shipping to make good an escape from the native rising.

The lack of shipping off-planet is directly tied to the limited capacity of Dunbar Shuttleport, the single link between Rejhappur and the stars. The shuttleport was never invisioned as anything but a limited-capacity company shipping port, and provisions were not made there for more than a handful of small ships to be accommodated at any given time.

The eight landing bays present at the port have a maximum capacity of 100 tons apiece; larger ships cannot use them. Larger ships have been landed several times outside the shuttleport, under the guns of Fort Dunbar, but the lack of service and repair facilities for such craft has been a telling problem in aiding the evacuation process.

In the wake of the disturbances on Rejhappur, offworld mercenary units have been brought into the picture to stiffen the loyalist forces. These, and a few company employees sticking to their jobs despite the troubles, are the most commonly encountered offworlders found outside the refugee camps and the walled garrison forts now that the rebellion has spread.

The military situation on Rejhappur is not, at present, very good. Although differences in technology allow small offworld groups to success-

fully take on and defeat far larger nomad forces, several major problems are hampering the Company in restoring order during the rebellion. First, most of the weaponry available on Rejhappur consists of light, personal firearms. Though a few heavy machine guns and mortars are present (and more are being brought in with fresh mercenary units), there is no heavier support firepower available. A few company air/rafts make up the bulk of available vehicles, and these are frequently grounded by the 125 kph "nakijhe" winds that sweep across the open steppes from the north.

Further problems were caused by the quick spark of mutiny which raced from city to city among the company region in the wake of Pajnawi. Irresolution in the face of civilian rioting and luvhakka uprisings led to widespread seizure or destruction of useful military equipment by locals. Some mutinous forces were, in the early stages of the rebellion, better equipped than the loyal garrisons. Certainly 250 soldiers and civilians lost their lives in the short siege of Venawbodar, victims of sustained mortar fire that they were unable to respond to, before a small company ship dispersed the attackers with laser fire.

Ammo and equipment shortages are major problems for the Company, which must concentrate most of its defensive firepower around Dunbar Shuttleport. Here civilians have flocked to demand evacuation or protection, adding to the administrative burdens of Sir Percival's successors. Luckily, the small number of armed starships available to the Company have enabled them to hold their own. Dispatch of a ship to a threatened spot is usually sufficient to break up the enemy, and after a few telling defeats, nomads and rebels alike have learned that it is better to conduct guerilla attacks and lightning raids than to assemble large armies.

The success of this guerrilla warfare has, however, been startling. Numerous small garrisons are required to maintain Company control over the fertile areas, and these outnumbered and undersupplied forces are frequently overwhelmed by the quick assembly of larger native forces. There are not enough ships or reserves of well-equipped troops to cover all the possible targets, and the nomads in particular have proved themselves to be masters of quick, unseen movement over the grass-covered steppes. Nomads are often said to seem as if they "sprang from the bare rocks," so sudden and surprising are their stealth approaches. Orbital and aerial scanning show up large bodies of men, of course, but smaller forces infiltrate with amazing rapidity to combine, strike, and fade away before reaction is possible.

The Company has requested the transfer of Caledonian warships to Rejhappur to back up the handful of armed ships available, but political considerations have delayed actions on this request. Companies jealous of the Scotian Deep Trading Company and its increasing power have exercised considerable influence over the government, as have lobbies deploring the mishandled approach to the Rejhappuran question which triggered the Rebellion.

As for Krashlamar, it is of little interest. The starport is the single inhabited locale on the moon. There are accommodations for visitors changing ships, and a few excursions offered to visit interesting geologic formations on the surface. The port is large, well-equipped, but is generally not

used to capacity.

For the Referee's Consideration . . .

A world is not a static thing, frozen into a perpetual mold. All planets will be constantly changing; adventure situations will come and go as events take their course. A referee should be prepared to take these changes into account as adventures and campaigns proceed.

As an example, consider Rejhappur. Here is a situation where open warfare between two disparate groups keeps the background for adventures in a constant state of flux. No single Frozen instant of time is presented here; rather we have the overall background, the history leading up to a basic situation. From there, it is up to the referee to develop specifics, based upon the requirements of the group. The subsequent ebb and flow of events on the world serves to make the situation more realistic, more exciting, and gives the referee a chance to introduce a wider number of variables . . . all important aspects of a well-conceived, well-run adventure.

Rejhappur Starport (Krashlamar)

Type: Class B; Good Quality installation. Tech Level 10.

Ownership: Established and operated by the Scotian Deep Trading Company. A subsidy from the Principality of Caledon maintains starport operations, and the Principality is considered part-owner of the facility. Principality laws (Law Level 6) hold within the starport compound.

Bases Present: None.

Offices Present: Scotian Deep Trading Company management office; 350 employees excluding starport operating personnel and staff of outlying company facilities.

Caledon Ventures warehouse and office; 60 employees.

Miscellaneous small facilities for other companies.

Principality consulate; 20 administrative personnel.

Traveller's Aid Society hostelry.

Facilities: 45 Landing Bays. 10 shuttle craft, plus assorted other small craft.

Services: Berthing; CR50 for landing plus 6 days' stay.
Cr55 per day for each additional day.

Fuel; refined fuel available for Cr850 per ton.

Unrefined fuel not available. No gas giant.

Life Support: Cr 3100 per crew member, high, or middle passenger per trip; Cr 156 per low passenger per trip.

Repairs: Tech Level 10 maximum standard repairs. Higher tech levels require special orders on parts; anything up to Tech 12 can be ordered and received within a month, at approximately 1.3 × normal cost.

Maintenance: Annual maintenance on ships of Tech Level 10 or less possible. Cost is .16% of cash price of ship.

Shuttle Service: CR 25 per ton of cargo, one way. Cr 210 per passenger, one way.

Charters: Not available through port offices.

Construction: Non-starship construction available through Scotian Deep Trading Company facilities. Limited parts and materials. Construction time normally 1.5 × standard. Costs normally 3 × standard.

Currency Exchange: Native currencies not exchangeable at starport.

Language Memclips: Planetary dialects plus common Imperial languages always available for CR 160 per memclip.

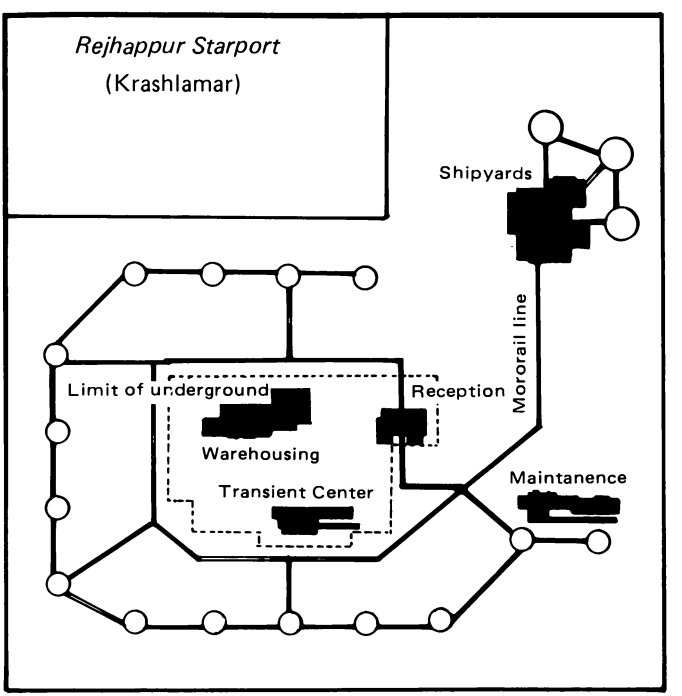
Ship Availability: Passage on commercial vessels is available to each world as shown here.

Sched — regular run made once per period indicated (wk = weekly, mth = monthly). *Indicates scheduled ship is owned by Scotian Deep Trading Company. Non-company ships available on roll of 8+.

Spec indicates that given throw must be made for a ship to be in port on a specific week.

CO indicates a ship must be chartered, entailing negotiations, reaction rolls, etc.

Worlds further than Jump-4 are not given. Data for these can be calculated as necessary, but will rarely be needed, given limitations on most jump drives.



Starport Commerce and Travel Data

Rejhappur Starport

Basic Passenger Availability (See Book 2): High 3d-2d, Middle 3d-2d, Low 3d.

Basic Cargo Availability (See Book 2): Major 1d, Minor 1d, Incidental 1d.

Distance	Destination World/Port/Travel Zone	Passengers			Cargo			Ship Availability
		High	Middle	Low	Maj.	Min.	Incid.	
1	Caithness (A)	+4	+4	+4	+4	+5	−1	Sched wk*
2	Budwick (C) (Amber)	−3	−3	−3	—	+3	−3	Spec 11+
2	Culloden (C)	−4	−4	−4	−3	−2	—	Sched mth*
2	Gavza (E)	−7	−7	−7	−2	−1	—	Spec 9+
2	Glenelg (C)	0	0	0	+2	+3	−3	Sched wk*
2	Rhys (C)	+4	+4	+4	+4	+5	−1	Sched wk*
3	Arrecife (E)	−8	−9	−9	—	—	—	Spec 10+
3	Brighton (B)	+3	+3	+3	+3	+4	−2	Spec 7+
3	Hernne (C)	−2	−2	−2	0	+1	−5	Spec 8+
3	Lanark (C)	−6	−6	−6	−4	−3	—	Spec 8+
3	Mulkins (D)	−5	−5	−5	−4	−3	—	Spec 8+
3	Shamas/Ea 0501 (E)	−6	−6	−6	−5	−4	—	Spec 10+
3	Tearlach/Ea 0301 (E)	−5	−5	−5	−3	−2	—	Spec 10+
3	Zabalac (X) (Red)	−13	—	—	—	—	—	Spec CO
4	Douglass (A)	+1	+1	+1	+1	+2	−4	Sched Mth
4	Dunmarrow/Ea 0101 (B)	−2	−2	−2	0	+1	—	Spec 8+
4	Fort William/Ea 0701 (C)	−7	−7	−7	—	−5	—	Spec 9+
4	Knoydart (C)	−5	−5	−5	−3	−2	—	Spec 9+
4	Pentland (C)	−2	−2	−2	0	+1	−5	Spec 9+
4	Remornal Hryaroaa 0808 (D)	−8	−8	−8	—	—	—	Spec 10+
4	Stirling (A)	+1	+1	+1	+1	+2	−4	Sched Mth

REFEREE'S NOTES

Rejhappur provides the locale for a large number of potential Traveller situations and adventures. It is possible to introduce various isolated elements of the background, without bringing them all into play — depending entirely upon the kind of adventure desired.

For example, adventures can be set on Rejhappur that do not take notice of the rebellion background — they can be assumed to take place before or after the period of the actual uprisings, or in areas of the world not actively involved. Exploratory or survival situations for instance, pay no attention to political and military problems; they are strictly adventures that pit the players against the natural hazards of Rejhappur (see Encounters and Events on page 47 for some examples of such hazards).

The more ambitious referee will introduce the rebellion as a major background element. Visiting adventurers can be caught up in these events by accident, or can be specifically hired to perform some mission. Examples might include a ship crew hired to assist an important family in an evacuation attempt, individuals hired as bodyguards or retainers for an offworlder who is forced to risk the dangers of the uprising, or persons of military background employed in small-level para-military operations. **Trial of Justice**, an adventurette beginning on page 52 of this issue, is an example of this sort of adventure.

Mercenaries will find Rejhappur of particular interest. Many units of varying size are being hired by the Company to stem the tide of rebellion; a variety of tickets are offered. Rejhappur becomes the ideal setting for actions using Book 4, **Mercenary**, or **Striker** miniatures rules. In **The Last Bastion**, on page 58, the background information for one or more such mercenary operations is presented; others are easily put together.

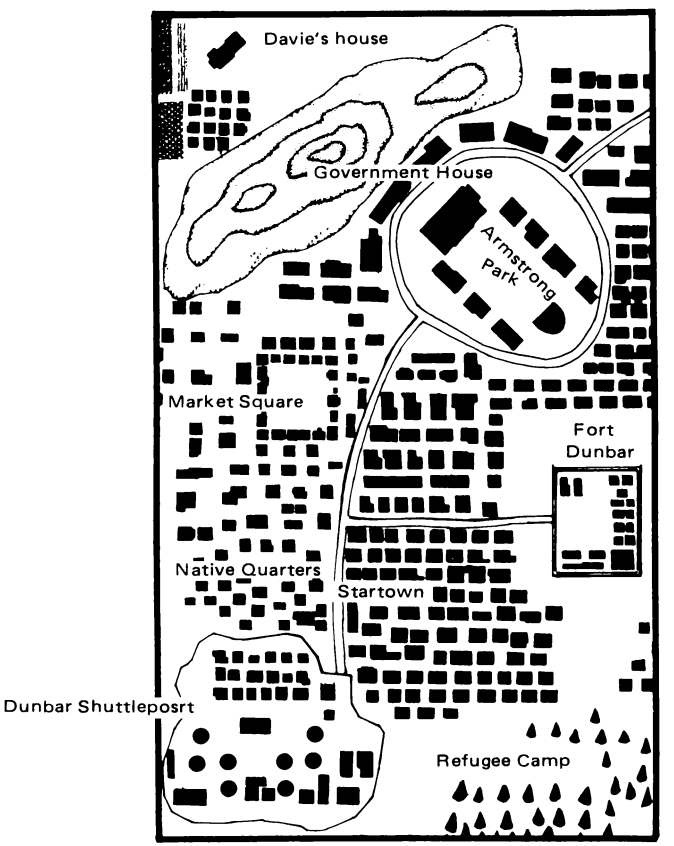
The other worlds of the Rejhappur system offer a few additional possibilities for adventures. Survey missions to the hostile environment of Logi are possible, as are asteroid mining operations in the system's belt. Intrigue or other more or less routine encounters at the starport on Krashlamar are also possible, particularly given the importance of the Rejhappur system as a trade link.

Finally, it should be remembered that Rejhappur can be more than just the material outlined here. Referees are invited — urged, in fact — to use this information as an inspiration, a source for building planets of their own devising. Whether the planet is closely based upon the model provided here, or merely draws upon it for basic ideas, Rejhappur can be the source for many sessions of exciting TRAVELLER adventure.

Kaludnawi

Largest city on Rejhappur and center of rule for the Scotian Deep Trading Company planetary holdings.

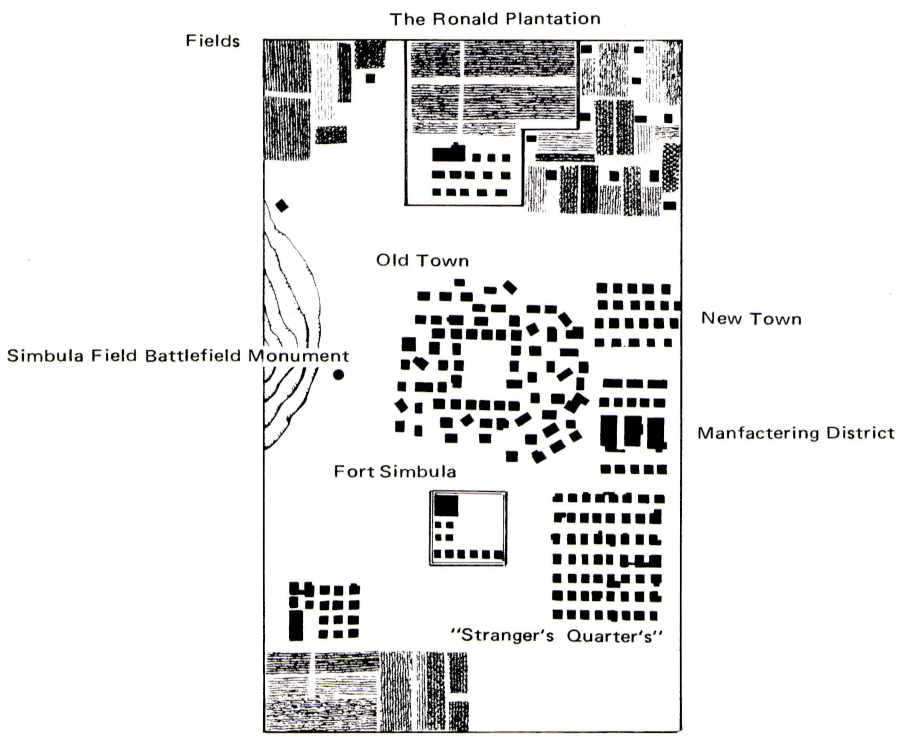
Population (1105): 128,808
Tech Level: 10
Law Level: 5; during the rebellion this was raised to 7.
Government: Type 6 (Captive government). Rule is by a City Administrator appointed by the Planetary Director-General. Office is currently (1109) held by the Hon. Randolph Fraser.
Mean Temperature: Summer, 28°C; Winter, 15°C.
Annual Precipitation: 2 cm.
Average Humidity: 7%.
Imports: Farm Machinery, Electronics Parts, Mechanical Parts, Luxury Foodstuffs, Metals + Alloys.
Exports: Jaihe and other consumables.
Points of Interest: Government House; Armstrong Park; Lord Armstrong Memorial; Fort Dunbar, Market Square, the Native Quarter, Dunbar Shuttleport.



Simbula

City located 2,610 kilometers northeast of Kaludnawi; site of Battle of Simbula (1059).

Population (1105): 119,425
Tech Level: 9
Law Level: 5; during the rebellion this was raised to 9.
Government: Type 6 (Captive Government). Rule is by an Area Manager responsible for the administration of Simbula, Kaleer, Lhoven, Hamishar, and smaller villages in the same region. During the rebellion, rule was carried out by a short-lived Council of Freedom (263-1108 through 115-1109); from 115-1109, rule was conducted under martial law by the garrison commander. Currently, (1109), the garrison is commanded by Major Henry Donovan.
Mean Temperature: Summer, 25°C; Winter, 12°C.
Annual Precipitation: 3 cm.
Average Humidity: 8%.
Imports: Farm Machinery; High-tech equipment parts; Metals + alloys.
Exports: Jaihe and other consumables; locally manufactured goods.
Points of Interest: Simbula Field Battlefield Monument; Fort Simbula; Market Square; Old Town.



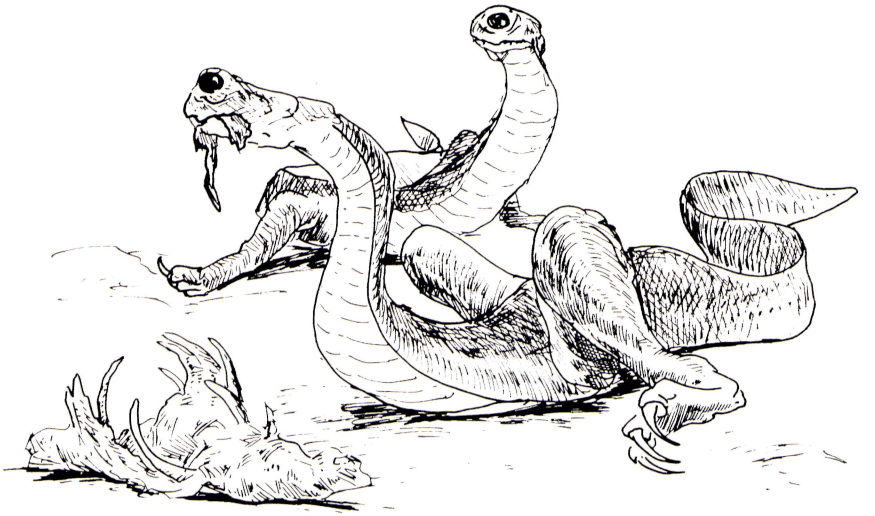
ENCOUNTERS AND EVENTS

Rejhappur

The tables which follow are keyed to the major terrain types on Rejhappur, as presented on the planetary map on pages 32 and 33. Referees are encouraged to expand upon these basic tables when dealing with more specific terrain types in smaller regions.

Note that the use of an asterisk (*) indicates that the animal in question is detailed further on pages 50 and 51.

There are two tables for steppe terrain; the referee should determine the season in which a particular adventure is to take place, and use the tables accordingly.



CLEAR Terrain (8+) **Rejhappur (B551613-A)**

Die	Animal	Weight	Hits	Armor	Wounds and Weapons	
2	4 Intimidators	25kg	10/5	jack	12 hooves + teeth	A3F4S1
3	1 Gatherer	200kg	20/11	none	18 claws + teeth	A8F6S1
4	1 Flying Hijacker	25kg	11/6	none	14 claws + teeth	A4F4S2
5	5 Hunters*	400kg	20/10	none	12 thrasher	A6F7S1
6	2 Flying Grazers	3kg	2/6	none	6 horns + teeth	F3A5S2
7	19 Grazers*	400kg	22/14	cloth + 1	18 claws + teeth	F4A8S2
8	Intermittent	800kg	32/12	none	13 hooves	F4A6S1
9	6 Chasers	100kg	21/4	jack	10 claws + 1	A0F8S2
10	EVENT — Happrhani mob. 2d × 20 Happrhani are marching towards the nearest Company-held settlement. They carry a mixture of various weapons, and are in an angry mood (Reaction = 4) towards offworlders.					
11	1 Siren	25kg	11/4	none	13 as pike	A0F5S2
12	1 Trapper	50kg	16/6	none	12 stinger	A0F6S1

STEPPE Terrain (Summer) (8+) **Rejhappur (B551613-A)**

Die	Animal	Weight	Hits	Armor	Wounds + Weapons	
2	5 Reducers	3kg	3/6	none	6 thrasher	A8F4S1
3	1 Gatherer	200kg	11/17	none	16 claws + teeth	A9F3S3
4	1 Hijacker	25kg	11/4	none	5 teeth	A7F3S3
5	6 Hunters	100kg	16/10	none	15 claws + teeth	A4F8S1
6	10 Grazers*	50kg	10/9	mesh + 1	9 teeth	F2A7S4
7	25 Grazers*	400kg	22/14	cloth + 1	18 claws + teeth	F4A8S2
8	5 Flying Grazers	12kg	9/9	none	3 thrasher	F3A5S4
9	1 Killer	50kg	16/8	none	8 as blade	A3F5S1
10	EVENT: Nomad war party. 3d × 10 nomads, mounted on jhederhai, are spotted riding towards the party. They are armed with an assortment of tech level 2-6 weaponry.					
11	5 Chasers	100kg	13/11	none	5 teeth + 1	A0F6S2
12	1 Pouncer	100kg	15/9	9 claws + 1	A0F0S1	

MOUNTAIN Terrain (9+) **Rejhappur (B551613-A)**

Die	Animal	Weight	Hits	Armor	Wounds + Weapons	
2	1 Reducer	12kg	6/7	none	7 thrasher	A9F3S1
3	8 Eaters	50kg	12/7	none	9 claws	A6F7S1
4	6 Carrion-eaters	50kg	18/7	none	6 claws + teeth	A6F3S3
5	1 Hunter	200kg	14/11	none	5 claws	A4F7S1
6	1 Intermittent	100kg	20/8	none	17 claws + teeth	F6A7S1
7	7 Grazers	200kg	15/11	none	7 hooves + horns	F1A6S3
8	1 Intermittent	50kg	12/6	none	7 hooves	F4A4S1
9	1 Flying Trapper*	12kg	11/10	none	17 claws + teeth	A0F8S1
10	EVENT: Avalanche. A loud noise (such as a shout, a gun shot, etc.) will trigger an avalanche on a roll of 7+ anytime throughout the next hour. If an avalanche occurs, characters not under cover suffer 2d damage per combat round for 2d rounds.					
11	1 Siren	50kg	18/5	none	13 stinger	A0F7S1
12	1 Pouncer	25kg	8/4	none	10 as pike	A0F0S1

STEPPE Terrain (Winter) (10+) **Rejhappur (B551613-A)**

Die	Animal	Weight	Hits	Armor	Wounds + Weapons	
2	1 Hijacker	6kg	1/7	none	2 teeth	A6F7S1
3	1 Flying Gatherer	3kg	2/3	none	1 teeth	A8F7S3
4	6 Flying Intimidators	25kg	13/12	none	13 claws + teeth	A4F2S2
5	3 Hunters	6kg	3/12	none	10 claws + teeth	A6F8S1
6	6 Grazers	25kg	6/10	none	9 horns	F2A5S3
7	4 Grazers*	400kg	22/14	Cloth + 1	18 claws + teeth	F4A8S2
8	1 Grazer	100kg	14/12	mesh + 1	7 teeth	F2A6S4
9	1 killer	25kg	7/10	none	6 teeth + 1	A5F8S1
10	EVENT: Winter storms. A violent storm, with high winds compounding low temperatures, sweeps across the steppe. Travel is hazardous for the next 3d hours. Persons exposed to the storm lose 3 points of endurance for each hour they are in the open.					
11	1 Chaser	12kg	9/6	none	9 as blade	A0F7S3
12	6 Chasers	25kg	8/5	none	7 claws + 1	A0F6S2

BROKEN Terrain (8+) **Rejhappur (B551613-A)**

Die	Animal	Weight	Hits	Armor	Wounds + Weapons	
2	5 Carrion-eaters	6kg	6/11	none	6 teeth	A9F5S2
3	1 Eater	25kg	8/17	mesh = 1	9 teeth + 1	A1F7S2
4	4 Reducers	100kg	19/6	none	8 thrasher	A7F5S1
5	1 Gatherer	50kg	17/5	none	11 claws + 1	A8F3S1
6	6 Intermittents	25kg	10/7	none	4 hooves	F7A7S2
7	1 Intermittent	50kg	11/10	jack	10 horns + teeth	F9A9S1
8	5 Grazers	3kg	4/1	none	2 horns	F1A6S4
9	1 Siren	12kg	5/8	none	4 as blade	A0F9S1
10	EVENT: Crevasse. A deep crevasse blocks forward progress, requiring a detour of 2d hours to avoid. Investigation of the crevasse interior will lead to the discovery of a cave network (leading to an underground lake or river) on a roll of 10+.					
11	1 Pouncer	200kg	16/14	none	12 teeth + 1	A0F0S1
12	3 Killers	6kg	6/10	none	7 as blade	A1F8S2

DESERT Terrain (9+) **Rejhappur (B551613-A)**

Die	Animal	Weight	Hits	Armor	Wounds + Weapons	
1	4 Carrion-eaters*	12kg	8/5	none	19 claws + teeth	A4F6S2
3	1 Gatherer	100kg	11/8	none	16 claws + teeth	A9F6S1
4	10 Intimidators	50kg	13/4	none	5 teeth	A8F3S2
5	2 Eaters	25kg	10/3	none	14 claws + teeth	A6F4S2
6	3 Grazers	12kg	7/3	none	7 hooves	F4A8S2
7	1 Grazer	6kg	4/11	none	4 thrasher	F3A7S2
8	6 Grazers*	400kg	22/14	Cloth + 1	18 claws + teeth	F4A8S2
9	4 Chasers	12kg	2/9	jack	4 claws + 1	A0F4S4
10	EVENT: Oasis. A small underground spring has created an oasis, with fairly thick vegetation. Throw 8+ for the water to be drinkable; moisture may always be recovered from plant nodules in root systems. Nomads will be present (4d × 10) on a roll of 9+. Also, roll a second animal encounter.					
11	3 Flying Chasers	6kg	4/9	none	2 teeth	A0F4S4
12	1 Killer	200kg	19/12	none	17 claws + teeth	A4F8S1

General Notes on Biology — Rejhappur

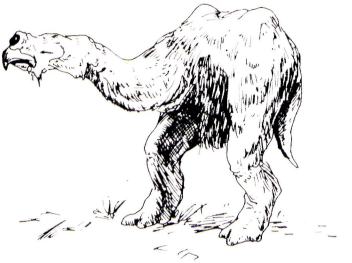
Evolving from the small seas of Rejhappur, life forms on this world tend to be similar in nature, especially among the higher animal forms. The single eye — a large, dark, staring orb of tough transparent shielding protecting the deeply-buried eye itself — is characteristic, as are the two limbs and the long, flexible neck. Indeed the neck developed from the ocular arrangement, for Rejhappuran animals, though capable of wide-angle vision (much like a camera with a fish lens arrangement), have limited or non-existent peripheral vision, and little in the way of depth perception.

Those snakelike necks which characterize the Rejhappuran animal are a means of compensating for this lack, for by moving the head back and forth or up and down the animal can gauge distance with fair accuracy. When a bobbing and weaving motion of the head begins, it is usually a sign that the animal is about to pounce or attack, as it sizes up distance in preparation for a spring.

Haraschjarripa ('Ripa, Ripper) (Tribulum rostrus magnus)

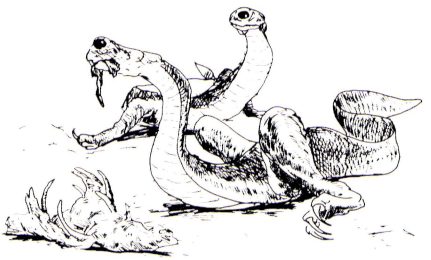
Hunter	400kg	20/10	none	12	thrasher	A6F7S1

The largest predator on Rojhappur, the 'Ripa is a slow but persistent animal which relies on tremendous endurance to remorselessly pursue prey until the victim is exhausted. The tenacity of the 'Ripa is proverbial, both because of it's long stalks and because of the grip of the animal's horny beak when it attacks; even decapitation dosen't break the powerful bite. Small victims are thrashed against the ground, while larger prey is merely harried into exhaustion.



Schlaj (Sandswimmer, vulturesnake) (Ophidiavulturis Crurivaricus)

Carrion-eater	12kg	815	none	19 claws + teeth	A4F6S2



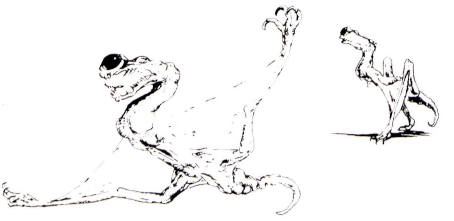
Short-tempered and dangerous, the schlaj is a small but vicious beast which lives primarily on carrion. It has been known, however, to attack living creatures which interrupt it, particularly during feeding, and is rarely put off by mere size. Living in rocky outcroppings, the schlaj moves over open ground by "swimming" with sideways kicks of it's two large, flat, clawed feet.

The razor-sharp claws and teeth that serve to tend carcasses are also deadly weapons in a fight. Sandswimmers are found in loose communities of a dozen or so animals, but little is known of their habits or life cycle. No investigator has ever been able to observe them closely for any length of time.

Yiyi (Rockleaper, Stickfoot) (Insidiaelabis horriferum)

Flying Trapper	12kg	11/10	none	17 claws + teeth	A0F8S1

Encountered among mountain passes and trails, the yiyi has a fearsome reputation. It secretes a clear, sticky liquid in a puddle wherever animals are likely to walk (such as a path), over which dirt is scraped. This creates a brittle, well-concealed crust over the viscous fluid. The yiyi then lies in wait nearby, usually clinting to rock outcroppings or ledges, against which its mottled hide blends in well.



When a victim steps in the trap, the crust breads and the gummy substance below snares it. Attempts to break the trap usually cause the liquid to splatter further, frequently rendering the victim incapable of running. Even when it can escape, the victim is slowed down, enabling the yiyi to made a gliding attack. Sharp claws and teeth rake the victim, causing even the largest of prey to quickly bleed to death. The yiyi then feeds at leisure.

The yiyi is a messy eater, and yiyi trapping grounds are often identifiable by large numbers of bones and decaying kills along the path. A powerful stench also identifies the beasts, which are dirty and often covered by patches of their own trapping material crusted with dirt, debris, and remains of recent meals. A glandular secretion keeps the animals from becoming entangled in their own traps, but they do not bother much with removing clinging material.

Yiyis can glide for medium-ranged distances (5-50 meters), but are slow and awkward walkers, hampered by folded flight membranes and long, non-retractile claws.

Jhederhai (Jed) (Jamentum moncolaris sp.)

Grazer	400kg	22/14	cloth + 1	18 claws + teeth	F4A8S2

The jhederhai is one of the most common animals on Rejhappur, found in various adaptations in steppes, desert, and other sorts of terrain. All native cultures use the creature as a beast of burden, and most nomadic societies

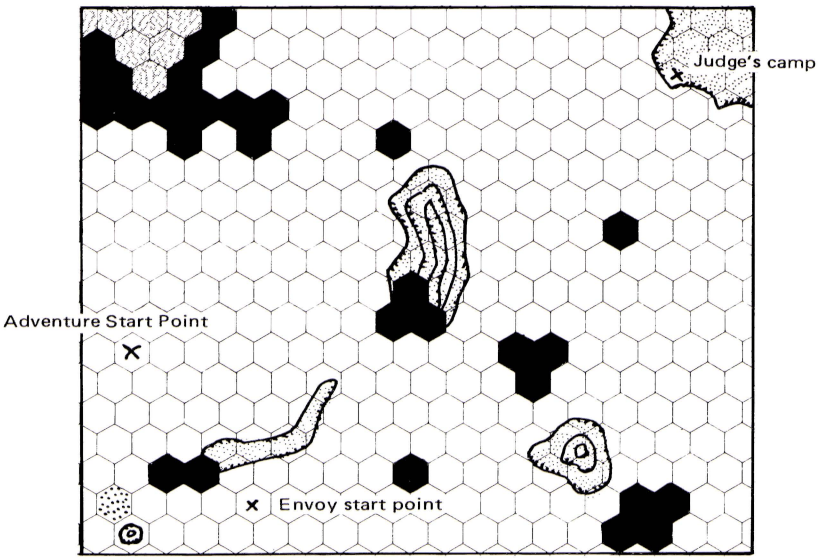
make use of meat and the tanned hide from the beast as well. Jhederhai defend themselves with their teeth and with slashing kicks of clawed feet. Though usually gentled by domestication, wild Jhederhai or those trained as war mounts by certain nomad tribes are quite dangerous in battle.

Herjhanki (Jenk, Stepperunner) (Pilalaneus Citus)

Grazer	50kg	10/9	mesh + 1	9 teeth	F2A7S4

An extremely swift, long-distance runner, the herjhanki relies on speed to escape its enemies. They are usually found in small herds, huddled close together, using sharp, flat incisor teeth to scrape lichens, moss, and rock grasses off boulders and hard ground. When threatened, they bolt in a random direction, remaining in a tight, huddled group; humans have been killed by the sudden swerve of a stampeding herjhanki herd. The animal's chief weapon, however, is its teeth, which can deliver a nasty gash.

The natives of Rejhappur have domesticated herjhanki herds, using the animals to provide meat, clothing, and bone implements. Herders carry 3-meter long, flexible rods or staffs called Ralij to direct and control the erractic and sudden dashes of their charges.



Trial By Justice

Steppe	1 hex per hour
Rough	1 hex per 2 hours
Broken	1 hex per 3 hours
Hills	Add [hour per contour line crossed

TRIAL BY JUSTICE

by
J. Andrew Keith

This short adventure for **Traveller** takes place on Rejhappur (Scotian Deep 0408 B551613-A), which is described in detail in this issue's Port of Call feature. It is intended for play by a group of characters numbering between three and eight, of any background desired. Referees should note that this adventurette can be woven into other incidents to form a loose campaign set against the backdrop of the rebellion and wars on Rejhappur. It is also playable as a single incident.

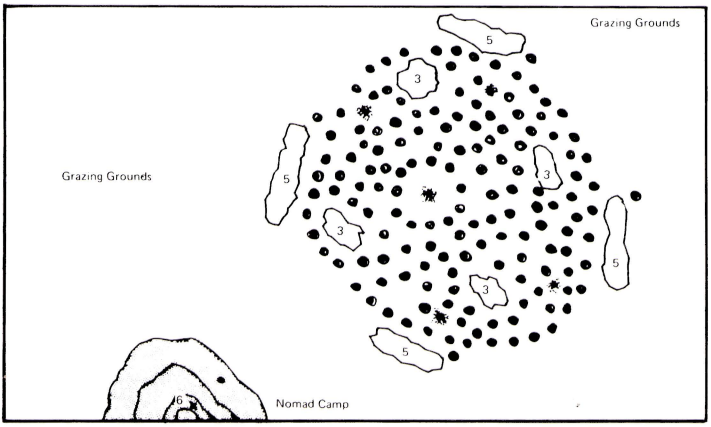
BACKGROUND

After the death of Sir Percival Jamieson and the beginning of the uprisings by Happrhani citizens and luvhakka soldiery against Company rule, a few senior company officials off-planet realized the seriousness of the situation and the depth of the errors in policy committed on Rejhappur. They determined on a policy of reconciliation, backed by force of arms where needed. The first and most important element of this policy was to keep the conflict from spreading further than it already had.

Soon after the arrival of Sir Percival's successor as Director-General, Lord Maxwell Fraser, embassies were dispatched to several of the Happrhani settlements and nomad tribes which had not yet become involved in the hostilities on Rejhappur. One of these, a mission to the Jhaihaprhanui ("Free People of the Serpent") tribe, ran into unexpected difficulties in carrying out their task.

SETTING THE SCENE

The adventure begins in a nomad encampment some 4000 kilometers from the nearest permanent settlement. The map on page 53 shows this



Steppe nomad encampment; typical of such camps, but specifically for use with **Trial by Justice**.

Population: Approximately 950.
Tech Level: 3; plundered equipment up to Tech 10 available.
Law Level: 0
Government: Type C (Charismatic Oligarchy). Rule is carried out by a Council of Elders comprising various sept and clan heads of distinction. The tribe's chief (jhikye) is selected by council vote to lead the tribe, usually for life.

Key

1 Central Campfire; Meetings of the Council of Elders are held here.
2 Circle of Elders; tents belonging to the leaders of the tribe are here.
3 Jhederhai pens. Riding mounts are kept in these areas.
4 Campfires. These outlying campfires serve as meeting places for members of the tribe.
5 Herjhanki pens. Herd animals are kept in these fenced compounds between periods of grazing.
6 Sentry Post; an elevated post manned continuously to watch for danger. A tent nearby holds several sentries not on duty.

encampment in detail. In order to reach the camp, the party was transported by shuttlecraft to a point several kilometers from the site, to which they proceeded on foot (in order to avoid the possibility of disturbing the nomads with a display of technology which could be easily misunderstood).

If the referee wishes, he may assemble additional maps to resolve encounters prior to the group's arrival at the camp, or to detail specific locations within it.

THE ENVOYS

When the adventurers reach the camp, it becomes plain that they are faced with a major problem . . . the presence of a rival embassy sent by Sumvadar, the most important of the nomad leaders involved in the holy war against the offworlders. Sumvadar's six envoys have only recently arrived in the camp, but have already stirred up resentment against the company. Fortunately, this tribe has had little contact with the company, and has no great desire to become involved in a conflict; were this not the case, the adventurers would have little chance even of being heard.

OPTIONS

The party has several alternatives to consider in choosing a course of action. They can, of course, abandon their mission and attempt to leave the camp; in doing so they risk the possibility that Sumvadar's people will whip the tribe into a frenzy and give chase. This course also precludes any chance of success.

Shows of force, threats, or other arrogant displays of superiority will not overawe the nomads. Such an approach causes a reaction roll in which "3" is subtracted from the die, with the indicated result.

Ordinary verbal persuasion will be a viable course of action, but could lead to a prolonged debate between the two embassies. Each time one group speaks, the other gets a chance to answer . . . with the effect of each speech being measured by reaction rolls. The roll always represents the current reaction towards the offworlders' position. A 2d roll is made each time the adventurers make an appeal, a 1d roll each time Sumvadar's people harangue the crowd. After each such exchange, the average of the two rolls is taken and compared to the Book 3 reaction table. A result of 4 or less indicates support for the holy war against the company (and a consequent failure of the mission), while a 9+ persuades the nomads to remain on friendly terms. Die modifiers should be granted by the referee (sparingly) to reward adventurers who are innovative in their approach to the debates. This is a "judgment call" which only the referee can determine. It should be noted that both the adventurers and the nomad envoys (through the referee) should actually be required to formulate their arguments, to lend more interest to the proceedings.

A last option to consider is the possibility of appealing to the trival council directly, to grant the two embassies the chance to have the correctness of their positions determined by the Hjakhaiburaj, the "Trial by Justice" which has been used throughout the ages to settle disputes among the tribes. If the players do not themselves think of this possibility, the referee may pass

on knowledge of the rite to the players whose character has the highest intelligence or education, if the player makes a roll less than or equal to the characteristic in question.

Once the group accepts the hospitality of the community and begins to debate, they are protected by tribal law until a decision is reached. By the same token, they may not offer violence to Sumvadar's people, who are equally protected; to do so would also lead to a "Trial by Justice."

TRIAL BY JUSTICE

Should the adventurers become involved in the "Trial by Justice," they will be set in competition against the individuals representing the other side of the question — Sumvadar's envoys. In this rite, the two groups of disputants are each required to cross a specific stretch of steppe, armed only with daggers, in a set period of time. The two groups start in slightly different positions; once the trial has begun, however, there is nothing to prevent the two groups from seeking each other out.

The party which, in the judgment of the tribe's Council of Elders, fares the best will be judged the winner of the dispute. Considerations include time taken, number of people involved, number of survivors, and similar factors. If a party does not complete the trial within 38 hours (two complete days), they will not be judged favorably.

The map opposite shows the area used for the trial at a scale of 5 kilometers to a hex. Approximate travel times are shown in the attached key.

Resolution of the Trial by Justice should proceed hour by hour, with the adventurers determining their direction of movement. The referee should secretly determine the actions of the opposition, and decide what bearing these might have on the adventurers. Animal encounters are checked every six hours, and resolved as usual.

The progress of the adventurers is easily monitored; their success is determined by the flow of events. The other party's fate should be left in the referee's hands. If the adventurers do well, overcoming obstacles and making good decisions, they should triumph. If they do poorly, allow the nomad envoys to win.

RESOLUTION

The exact course of the adventure is up to the referee, and to the decisions made by the players. If it is so desired, this situation can become the springboard for further adventures. Success in the mission could lead to the adventurers helping the nomad tribe against a vengeful Sumvadar, while failure could lead to the group's imprisonment, with many subsequent possibilities.

THE LAST BASTION

by
John Marshal

INTRODUCTION

This short adventure for TRAVELLER takes place on Rejhappur (Scotian Deep 0408), which is described in detail in this issue's Port of Call feature. It is intended for play by a group of characters involved in mercenary operations. Playable as a normal adventure, the situation is also ideal for play with Book 4 **(Mercenary)**, or with **Striker** miniatures. The adventure can stand on its own, or be interwoven in to a series of incidents set against the backdrop of the native rebellion against Company rule.

BACKGROUND

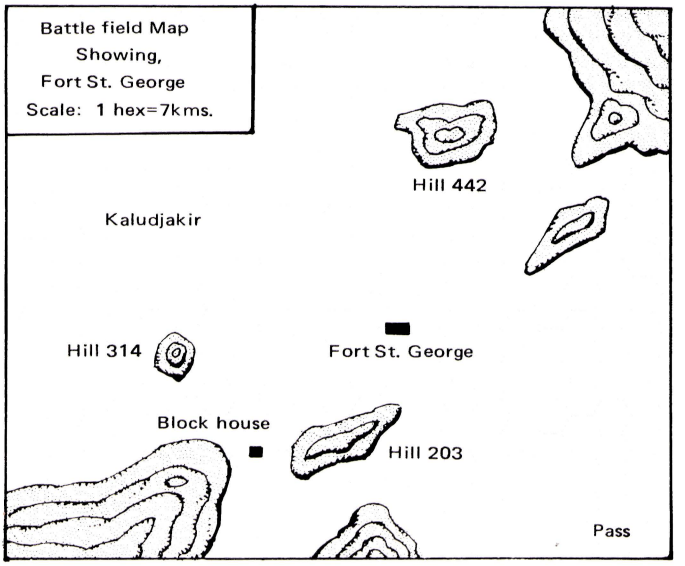
As native resistance to the Company spread and solidified, charismatic nomad leaders began to organize and strike against their foes. Only one thing stood between these nomad armies and the core of Company holdings: Hjarha Pass, the only practical route across the Khyrmah; mountain range . . . and Fort St. George, the military outpost guarding the route.

As long as Company forces can hold on to the fort, the nomads of the steppes cannot unite with the more disorganized rebels in the sheltered Company holdings above the Rhinvak. The fall of Fort St. George would surely spell the end of the offworld colony on Rejhappur.

THE FORT

A map of Fort St. George is provided. The fort was designed to hold two companies of troops; because of the current crisis, only a little more than a single company is left to hold it.

The main strength of the garrison is an understrength mercenary com-



pany hired just before the outbreak of the rebellion to help train Company forces and luvhakka troops. The referee may designate any specific organization to this unit that fits the requirements of **Mercenary** and/or **Striker**; if desired, player-created units may be used. The unit has already suffered about 5% losses in previous fighting.

There are a total of 34 other individuals in the fort, aside from the mercenary company, who are capable of bearing arms. These individuals include a handful of loyal luvhakka soldiers, a number of Company officers, and a few refugees (untrained civilians who sought refuge in the fort). These individuals may be incorporated directly into the mercenary unit, if desired (though Company officers may not be used to fill non-officer vacancies), or kept segregated. If players are in command positions, they may make decisions on these matters; otherwise the referee should set the situation up.

Luvhakka soldiers are well-trained, and should be considered veteran troops. Company officers will be somewhat lower in experience and quality, and refugees will be nearly worthless. Nonetheless, these individuals may all play a part in the defense.

The defending forces at Fort St. George are not particularly well equipped. They have only three HMGs, two mortars, and various personal weapons. Ammo supplies, particularly for the support weapons, are sharply limited (the exact amounts will vary according to the type of situation the referee wants to set up.

Although the fort was outfitted to service recon vehicles, all but one of the air/rafts and G-carriers originally available were wrecked beyond repair during the mutiny of the luvhakka garrison originally present. One G-carrier, mounting a light autocannon, remains in service, but weather conditions hamper its use (see OUTSIDE AID), below).

THE NOMAD ARMY

Nomad forces are poorly organized, relying on outdated tactics of mass attack rather than more modern systems using fireteam organizations. They generally possess high morale while in the presence of various charismatic tribal leaders; deprived of these, their morale drops rapidly. Exact morale values should be adjusted by the referee to fit a specific situation.

The total comad army facing the fort numbers in excess of 3,000 troops, a force greatly outnumbering the defenders. In any given engagement there will probably be only a fraction of the total force committed, as the referee desires. They are equipped with a motley assortment of weapons, ranging from Tech 2 and 3 blades and polearms up to captured rifles, autorifles, and SMGs. One or two HMGs or mortars may even be available.

SITUATIONS

The nomad army will make several attempts to neutralize the fort, giving rise to any number of possible clashes. Possibilities include a major assault, a night attack, and various attempts by the fort garrison to launch patrols or stage breakout attempts. A relief column from the Company holdings beyond the pass is expected; the referee should roll 3d to determine the number of days it will take for this force to appear. Numbering some 2,000 mercenaries and well-trained Company troops, the relief column is quite easily a match for the nomads, and will force a withdrawal.

Fort St. George provides a possible setting for any of a number of different adventure situations, from set-piece **Striker** battle to dangerous missions for small numbers of adventurers. The details are left deliberately open-ended to allow for the many possible variations which can exist.

It is highly advisable that referees arrange things so that the nomad numerical advantage roughly offsets the technological and organizational superiority of the defenders. For the fairest results, the defenders should be strictly infantry, with a few heavy weapons available, but no large armor or artillery units available. If any tanks are present at all, they should be old, unreliable, and few in number (there are only a handful of old tanks and armored cars on the planet, as there has never been a need for them). Even if the players belong to a unit which has modern vehicles or artillery available, the referee should find ways to eliminate, divert, or reduce the effectiveness of these powerful units. The best situation calls for a dwindling garrison holding out against a numerous and determined foe, with the balance very much in doubt.

OUTSIDE AID

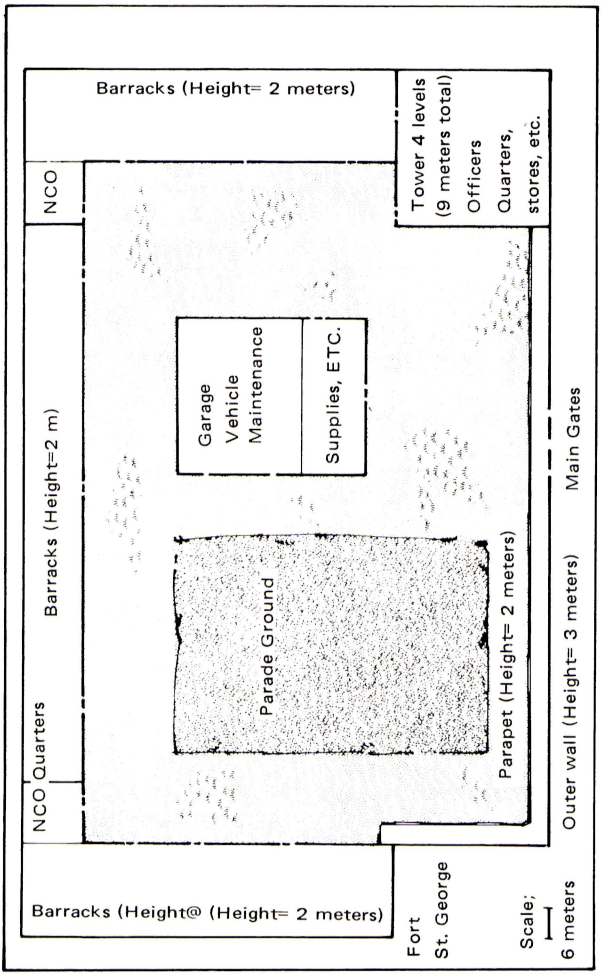
The most interesting situations for this adventure call for the isolation of the fort, with short supplies and little hope of support from the outside. Indeed the nomads are unlikely to attack unless such help is available.

In this adventurette, the situation faced by the Company is grim. The original luvhakka mutiny not only brought about the destruction of most of the vehicles and much equipment . . . it also was responsible for the elimination of the fort's communications center. Even with scavenged spares

there is no way to build a transmitter which can punch through to the Company holdings or to the orbital station.

At the time of this situation, only two Company ships are available in-system, the others being tied up in evacuation and reinforcement runs to neighboring systems. Both ships have been busy putting down serious rebellions around Simbula and Pajnawi, and so have not been in a position to investigate the silence from Fort St. George. A relief column (see above) was dispatched when the fort failed to report in, but this takes a fair amount of time to arrive.

Finally, the season of the nakijhe windstorms has begun, making grav vehicle flight highly risky. The Company has not chosen to risk any vehicles to check conditions at Fort St. George. The single working vehicle in the fort has not gone out yet, but a flight to summon aid might be one option for an adventure situation.



PILOT'S GUIDE TO THE SCOTIAN DEEP SUBSECTOR

Located near the heart of Reavers' Deep, the Scotian Deep subsector is dominated both politically and economically by the Principality of Caledon (which extends also into the adjacent Caledon subsector). Politically, nearly a third of the subsector is directly answerable to the Principality. The trade network of various Caledonian mercantile firms exercises a great deal of influence over the other systems in the region.

The Douglass system, and two neighboring systems as well (Pentland and Lanark) is a semi-independent Grand Duchy with close hereditary, political and economic ties with Caledon. It exercises a fair degree of independence, however — much more so than systems directly under Principality control.

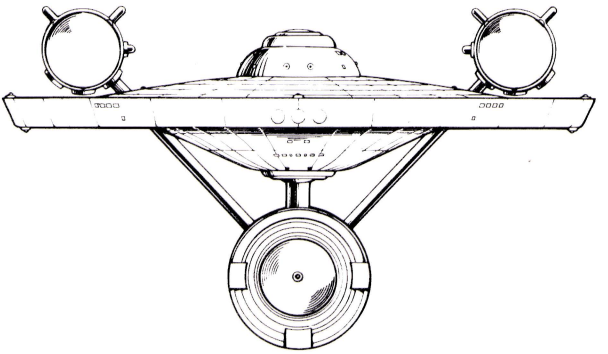
The Zabaloc system is an undeveloped area whose leader, the First Citizen, has declared a ban on offworld contact. Ships attempting to visit the world have found the population xenophobic and aggressive in the extreme; the world is posted a Red Zone.

Name	Location	UPP	Bases	Remarks	
Chenzen	0101	D747557-6	S	Agricultural. Non-Ind.	
Pulou	0105	C343677-7		Non-Industrial. Poor.	G
Hernne	0107	C778584-9	IS	Agricultural. Non-Ind.	G
Zabaloc	0109	X675AAC-5		Industrial.	RG
Palanay	0204	C462778-8		Rich.	G
Rhys	0209	C766896-7	S	Rich.	G
Brighton	0210	B6959AC-9		Industrial.	G
Shannon	0303	D65869B-3	S	Agricultural. Non-Ind. Rich.	G
Gavza	0307	E877453-8		Non-Industrial.	G
Kambarage	0401	E5256AB-7		Non-Industrial.	G
Rutherglen	0403	B7788CA-A	N	Industrial.	G
Knoydart	0404	C322624-B	S	Non-Ag. Non-Ind. Poor.	G
Glenelg	0406	C567778-8	S	Agricultural. Rich.	G
Caithness	0407	A666888-B	N	Rich.	G
Rejhappur	0408	B551613-A		Non-Industrial. Poor.	
Budwick	0507	C887874-8		Rich.	G
Annan	0603	C100653-A	S	Non-Ag. Non-Ind. Vacuum World	
Stirling	0605	A957865-C	A		G
Culloden	0607	C220354-9	S	Non-Ind. Poor. Desert World.	G
Arrecife	0610	E000301-9		Non-Ind. Asteroid Belt.	
Svalbard	0702	C202456-9		Non-Ind. Ice-Capped World.	G
Lanark	0708	C120403-9		Non-Ind. Poor. Desert World.	G
Mulkins	0710	D9B4358-7		Non-Industrial.	G
Cuillin	0803	B648AA9-9		Industrial.	G
Dunbarton	0805	A88685-B	N	Agricultural. Rich.	G
Pentland	0806	C413533-8	IS	Non-Ind. Poor. Ice-Capped World.	
Douglass	0807	AA979CA-C	IN	Ind. Grand Duchy Capital.	G

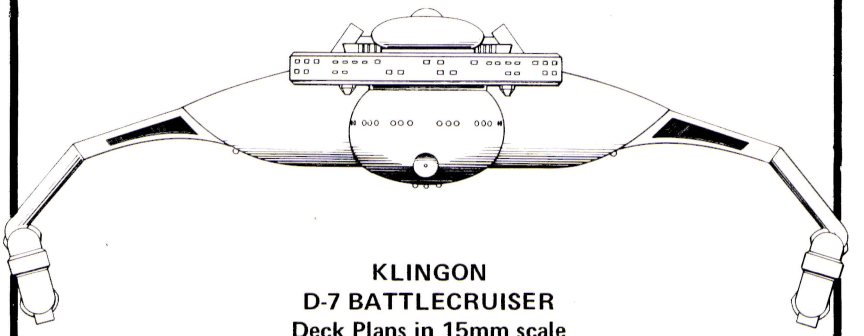
The Scotian Deep subsector contains 27 worlds with a total population of 50.7 billion. The highest population is 18 billion, at Cuillin; the highest tech level is C, at Stirling and Douglass.

Notes: Abbreviations and codes given as per supplement 10, **The Solomani Rim**, and **The Traveller Book**. A base code preceded by the letter "I" indicates an independent establishment; all others are owned, operated, and maintained by the Principality of Caledon.

Routes: The routes shown are those commonly served by the Caledon Royal Mail packet service. X-boat routes are not present.

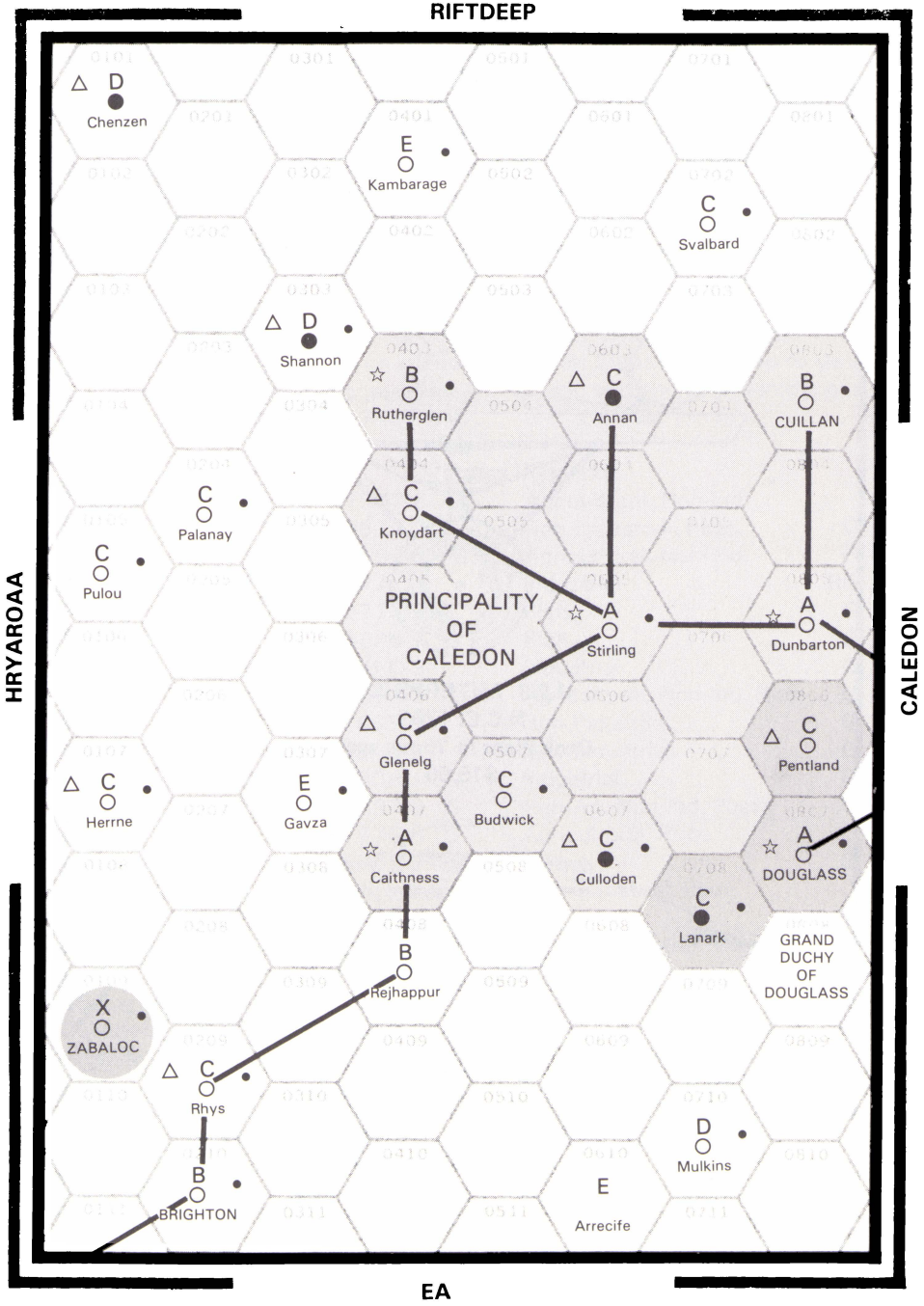


U.S.S. ENTERPRISE
N.C.C. 1701
Deck Plans in 15mm scale
$15.00



KLINGON
D-7 BATTLECRUISER
Deck Plans in 15mm scale
$12.50

Scotian Deep



TO SET THE RECORD STRAIGHT

Errata is a fact of life in the game business. In this issue, some problems which appeared in FASA's recent TRAVELLER Adventure FATE OF TE SKY RAIDERS are corrected. Our apologies to readers inconvenienced by these problems.

FATE OF THE SKY RAIDERS Errata

On page 11, reference is made to deck plans for a cutter. These deck plans do not exist, and are not necessary for play of the adventure.

On page 44, there is a major glitch. The reaction table listed under Lorain Messandi is actually the table which regulates the behavior of Dr. Vledistart Mirost.

Lorain Messandi's information is listed below.

Lorain Messandi

When faced by a chance of recovering information or artifacts of potential archeological value, roll on the table below:

2-4 Lorain will act, on her own, to secure the information, regardless of danger and despite any orders or entreaties to the contrary.

5-8 Lorain will argue, attempting to persuade her companions to help her secure the material in question. She must be persuaded otherwise (see PERSUASION, page 46) before she will abandon her purpose; in the meantime, she will do nothing to put herself further from her goal.

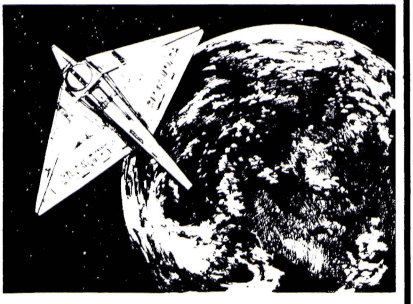
9-12 Lorain will cooperate with noticeable reluctance. If the situation changes significantly, allowing her a chance at the material she desires (this at the referee's option), begin the reaction process again.

On page 45, under Lurushar Gilenkaar, it claims there are two reaction tables provided. Though this was true in early drafts, there should only be one table, as shown, for this character.

IN OUR NEXT ISSUE...

* Discover Tharuda, a world with an alien culture of interest in **Port of Call...**
* Communications Procedures are cussed further in **The Port Authority Handbook...**
* Errata and additional rules for **Uraqyad'n of the Seven Pillars...**
* And other exciting features!

FAR TRAVELLER#3 is scheduled for appearance in May/June 1983. Look for it!



ON THESE PAGES . . .

Journey to Rejhappur, a harsh and unforgiving world of vast steppes and deserts, where an exploited populace struggles for freedom against an off-planet corporate authority. From the salt flats and dry sea bottoms of the desolate Rhinvak to the broad steppelands of Kaludjakir, Rejhappur, its natives, and the adventure situations it offers are presented here in detail.

Other features include **The Port Authority Handbook's** look at communications procedures and practices, a map and background information on the Scotian Deep subsector in Reavers' Deep, errata for FASA's **Fate of the Sky Raiders**, and many other exciting features!